

## DefinitionBundle

shadow: optional<ShadowDefinition>  
icon: optional<IconDefinition>  
font: optional<FontDefinition>  
alignment: optional<AlignmentDefinition>  
background: optional<wxColor>  
foreground: optional<wxColor>  
opaque: optional<bool>  
insets: optional<Insets>  
drawInstructions: optional<vector<DrawInstructions\*>>

## Style

+GetBundle(Category): DefinitionBundle  
+AddBundle(Category, DefinitionBundle)  
+Merge(Style other): Style  
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-bundleMap: map<Category, DefinitionBundle>

<<Enumeration>>

## Category

DEFAULT  
DISABLED  
FOCUSED  
HOVERED  
PRESSED

## Stylesheet

+AddStyle(name: string, Style style)  
+GetStlye(name: string): Style  
+SetClassDefaultStyle(className: string, styleName: string)  
+GetClassDefaultStlye(className: string): Style  
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-styles: map<string, Style>  
-classDefaultStyles: map<string, string>