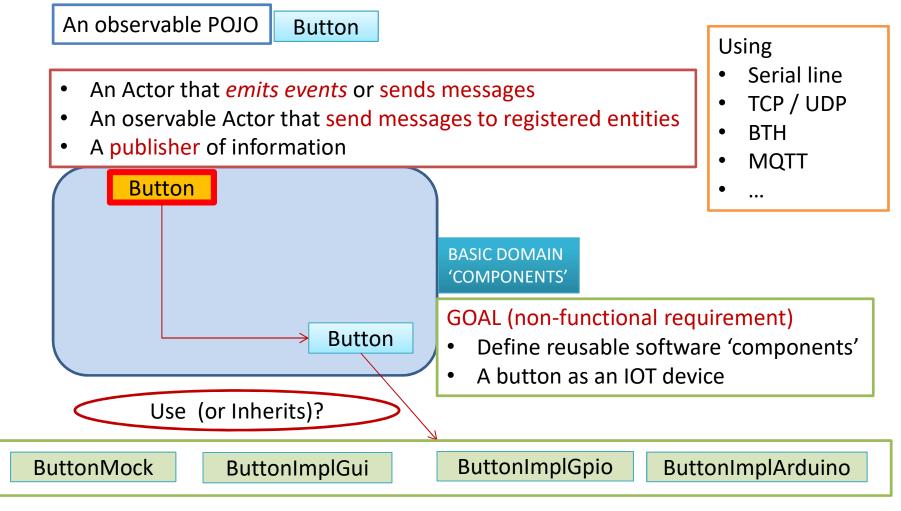
## Button: Analysis (what is a button?)



All these entities must implement the same interface: IButtonmpl