The input text class renders to screen a box to input text and holds the written string

The result box class renders to screen a list box containing a specified String array

InputText

-m_string: ImString
-m_label: String
-m_flags: int
-m_showErrorMsg: String
-m_errorMsg: String

+InputText(label: String, str: String, error_msg: String)
+InputText(label: String, str: String)
+InputText(label: String)
+render(width: int, height: int, x: int, y: int): boolean
+render(width: int, height: int): boolean
+render(): boolean
+setNoSpaces(enable: boolean)
+setAlwaysUpperCase(enable: boolean)
+setNumbersOnly(enable: boolean)
+setReadOnly(enable: boolean)
+setEnterReturnsTrue(enable: boolean)
+setPassword(enable: boolean)
+showErrorMsg(enable: boolean)
+setErrorMsg(msg: String)
+getString()

ResultBox

-m_label: String
-m_list: String[]
-m_currentItem: int

+ResultBox(label: String, list: String[])
+ResultBox(label: String)
+render(width: float, height: float, x: float, y: float): int
+render(width: float, height: float): int
+render(): int
+setList(list: String[])
+getCurrentItem(m_currentItem: int)