

numerickeyboarddialog

inputID

ui

- JuliD
- inputHolder
- + numerickeyboarddialog()+ ~numerickeyboarddialog()
- + setupNumericKeyboardLayout()
- + onButtonPressed()
- + setDialogID()- regExp()
- setRegExp()numericInputParser()
- getRegExpPattern()
- on_pushButton_exit _clicked()