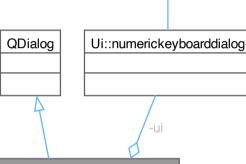
## Ui\_numerickeyboarddialog

- + frame\_numerickeyboardLayout
- + lineEdit numerickeyboard
- + pushButton exit
- + setupUi()
- + retranslateUi()



## numerickeyboarddialog

- inputID
- inputHolder
- + numerickeyboarddialog()
- + ~numerickeyboarddialog()
- + setupNumericKeyboardLayout()
- + onButtonPressed()
- + setDialogID()
- regExp()
- setRegExp()
- numericInputParser()
- getRegExpPattern()
- on\_pushButton\_exit \_clicked()