UIElement + Content + Size + BoundingBox + Fill + BackgroundColor + TextContent + TextColor + Font + BorderDisplayed + BorderWidth and 6 more... + SetRelativeSize() + SetRelativeSize() + Draw() + Update() # UlElement() # DrawBorder() **UIControlElement** + NormalTextColor + HighlightedTextColor + NormalTexture + HighlightedTexture + PressedTexture + HighlightedSound # currentState # previousState + UIControlElement() + UIControlElement() + Update() + Draw() MB2D.UI.Button + PressedSound + Button() + Button() + Update()