```
UIFlement
+ Content
+ Size
+ BoundingBox
+ Fill
+ BackgroundColor
+ TextContent
+ TextColor
+ Font
+ BorderDisplayed
+ BorderWidth
and 6 more...
+ SetRelativeSize()
+ SetRelativeSize()
+ Draw()
+ Update()
# UİElement()
# DrawBorder()
```

MB2D.UI.Label
+ Label()
+ Draw()

+ Update()