```
UIFlement
+ Content
+ Size
+ BoundingBox
+ Fill
+ BackgroundColor
+ TextContent
+ TextColor
+ Font
+ BorderDisplayed
+ BorderWidth
and 6 more...
+ SetRelativeSize()
+ SetRelativeSize()
+ Draw()
+ Update()
# UİElement()
# DrawBorder()
 MB2D.UI.Layout

    + BaseTexture

 + Layout()
 + Update()
 + Draw()
```

+ Add()