UIElement

+ Content
+ Size
+ BoundingBox
+ Fill
+ BackgroundColor
+ TextContent
+ TextColor
+ Font
+ BorderDisplayed
+ BorderWidth
and 6 more...

+ SetRelativeSize()
+ SetRelativeSize()
+ Draw()
+ Update()
# UIElement()
# DrawBorder()

MidnightBlue.Engine.UI.Layout

+ BaseTexture

+ Layout()
+ Update()
+ Draw()
+ Add()