UIFlement + Content + Size + BoundingBox + Fill + BackgroundColor + TextContent + TextColor + Font + BorderDisplayed + BorderWidth and 6 more... + SetRelativeSize() + SetRelativeSize() + Draw() + Update() # UİElement() # DrawBorder() MidnightBlue.Engine.UI.UIControl Flement + NormalTextColor + HighlightedTextColor + NormalTexture + HighlightedTexture + PressedTexture + HighlightedSound # _currentState # previousState + UIControlElement() + UIControlElement() + Update() + Draw()