## UIElement + Content + Size + BoundingBox + Fill + BackgroundColor + TextContent + TextColor + Font + BorderDisplayed + BorderWidth

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

and 6 more...

## MB2D.UI.UIControlElement

+ NormalTextColor

+ HighlightedTextColor+ NormalTexture+ HighlightedTexture

+ PressedTexture + HighlightedSound # \_currentState # \_previousState

+ UIControlElement() + UIControlElement() + Undate()

+ Update() + Draw()