```
MenuComponent
# texture
# sizeW
# sizeH
# posX
# posY
# m objectID
+ MenuComponent()
+ MenuComponent()
+ Draw()
+ checkPressedButton()
+ setTexture()
      MenuButton
- func

    upTexture

    downTexture

+ MenuButton()
+ Draw()
+ Active()
+ addListener()
+ checkPressedButton()
+ popUp()
+ setDTexture()
```