```
Node
+ iteration index
+ Node()
+ ~Node()
+ get_name()
+ set name()
+ _ready()
+ _process()
+ _input()
+ _unhandled input()
+ add child()
+ get_child_count()
+ get child()
+ get parent()
+ get children()
     Viewport
   + Viewport()
   + ~Viewport()
      Window
   + flags
   + size
   + position
   + Window()
   + ~Window()
       Popup
    + visible
    + panel
    + Popup()
    + ~Popup()
    PopupMenu
 + PopupMenu()
  + ~PopupMenu()
  + process()
  + _input()
```