Gui::Widget	EventListener
+ ~Widget() + Draw()	+ ~EventListener() + Update()
Gui::Constructor::Object Selector< GeometricObjectType >	
<ul><li>plane_</li><li>object_</li><li>object_getter_</li><li>current_object_</li></ul>	
+ ObjectSelector() + GetObject() + SetObject() + Draw() + Update() - DrawName() - DrawList() - DrawSetter()	