```
OGBA::AbstractGameList
+ selectedEntry()
+ selectEntry()
+ setViewStyle()
+ addEntrv()
+ addEntries()
+ removeEntry()
+ removeEntries()
+ widget()
   OGBA::LibrarvGrid
 m widget

    GRID BANNER WIDTH

    GRID BANNER HEIGHT

- ICON BANNER WIDTH

    ICON BANNER HEIGHT

- m items

    m currentStyle

+ LibraryGrid()
+ ~LibraryGrid()
+ selectedEntry()
+ selectEntry()
+ setViewStyle()
+ addEntry()
+ removeEntry()
+ widget()
```