```
MouseCallback
  # mMouseHandler
  + MouseCallback()
  + ~MouseCallback()
  + leftClick()
  + rightClick()
  + leftRelease()
  + rightRelease()
  + move()
PuttingLineCallback
       < ToPut >
- SX
- Sy
- drawing
+ PuttingLineCallback()
```

+ ~PuttingLineCallback()

+ leftClick() + rightClick() + move()