```
MouseCallback
 # mMouseHandler
 + MouseCallback()
 + ~MouseCallback()
 + leftClick()
 + rightClick()
 + leftRelease()
 + rightRelease()
 + move()
  DraggingCallback
+ localListener

    joint

+ DraggingCallback()
+ ~DraggingCallback()
+ leftClick()
+ leftRelease()
+ move()
```