

## GpgFrontend::UI::General Dialog

- name\_
- pos\_ - size
- parent\_pos\_
- parent size
- + GeneralDialog()
- + ~GeneralDialog()
- # setPosCenterOfScreen()
- # movePosition2CenterOfParent()
- slot\_restore\_settings()slot\_save\_settings()

## GpgFrontend::UI::KeyImport DetailDialog

- keys\_table\_
- general\_info\_box\_
- key\_info\_box\_ - button box
- m\_result\_
- + KeyImportDetailDialog()
- create\_general\_info box()
- create\_keys\_table()create\_button\_box()
  - create\_button\_box()
- get\_status\_string()