

## GpgFrontend::UI::General Dialog

- name\_pos\_
  - size
- parent\_pos
- parent size
- + GeneralDialog()
- + ~GeneralDialog()
  # movePos2CenterOfScreen()
- # movePos2CenterOfParent()
- slot\_restore\_settings()slot\_save\_settings()



- 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()