```
ImVec2
     + X
     + y
    + ImVec2()
     + ImVec2()
     + operator[]()
    + operator[]()
            +Min
            -Max
       ImRect
    + ImRect()
    + ImRect()
    + ImRect()
    + ImRect()
    + GetCenter()
    + GetSize()
    + GetWidth()
    + GetHeight()
    + GetArea()
    + GetTL()
    and 18 more...
             +NavRect
               +Rect
           +DisplayRect
 ImGuiLastItemData
+ ID
+ InFlags
+ StatusFlags
```

+ ImGuiLastItemData()