```
ABaseUI
   _enabled
#
   _selected
  _pos
# _z
#_posOffset
# _size
# _color
# val:::
  _value
# _selectedColor
# _selectedC
   _selectedColorText
and 29 more...
# _isInit
# _allUI
  _allUI
# winSize
"_projection

#_rectShader

#_rectVao

#_rectVbo

#_rectVer*:
# _rectVertices
# _textRender
# _imgShader
and 11 more..
+ ABaseUI()
+ ABaseUI()
+ ~ABaseUI()
+ operator=()
+ update()
+ draw()
+ addButtonRightListener()
+ addButtonLeftListener()
+ addButtonLeftValueListener()
+ setKeyRightClickScancode()
and 46 more...
+ init()
+ destroy()
+ staticUpdate()
+ setWinSize()
+ loadFont()
+ strWidth()
+ strWidth()
+ strHeight()
+ strHeight()
+ showHelp()
and 6 more...
# ABaseUI()
# _drawRect()
# _drawBorderRect()
# _drawText()
# _loadImg()
# _unloadImg()
#_drawImg()
#_undat_^
# _update()
# _dro:-^
# _resizeWin()
               TextUI
           + TextUI()
           + TextUI()
           + ~TextUI()
           + operator=
```

_update()

_draw() # TextUI()

#