```
+ id
                                         + font
                                        + TextRender()
                + Shader()
                + Shader()
                                        + TextRender()
                + ~Shader()
                                        + ~TextRender()
                + operator=()
                                        + operator=()
                 + use()
                                        + loadFont()
                + unuse()
                                        + write()
                + setBool()
                                        + strWidth()
                 + setInt()
                                        + strHeight()
                + setFloat()
                                        + setWinSize()
                                         + getShader()
                 + setDouble()
                 and 18 more...
                                         + getShader()
                             #_rectShader
                                               #_textRender
                            #_imgShader
                                ABaseUI
                    # _enabled
                    #_selected
#_pos
                    # _z
                    #_posOffset
                    #_size
                    # _color
                    #_value
#_selectedColor
                    # selectedColorText
                    and 28 more...
                    #_isInit
                    #_allUI
                    # _winSize
# _projection
                    # _rectVao
                    # _rectVbo
                    #_rectVertices
                    #_imgVao
                    # _imgVbo
# _imgVertices
                    and 8 more...
                    + ABaseUI()
                    + ABaseUI()
                    + ~ABaseUI()
                    + operator=()
                    + update()
                    + draw()
                    + addButtonRightListener()
                    + addButtonLeftListener()
                    + addButtonLeftValueListener()
                    + setKeyRightClickScancode()
                    and 48 more...
                    + init()
                    + destroy()
                    + staticUpdate()
                    + setWinSize()
                    + loadFont()
                    + strWidth()
                    + strWidth()
                    + strHeight()
                    + strHeight()
                    + showHelp()
                    and 6 more...
                    # ABaseUI()
                    # _drawRect()
# _drawBorderRect()
                    #_drawText()
                    #_loadImg()
                    # _unloadImg()
                    # _drawImg()
                    # _update()
# _draw()
                    # _resizeWin()
                                           #_master
                                    ABaseMasterUI
                              # _masterPadding
# _masterOffset
      SliderUI
                              #_masterMinPos
                              #_masterMaxPos
  _min
                              # _masterTotalSize
#_max
                              #_childUI
#_val
# _step
# _sliderListener
                              + ABaseMasterUI()
                              + ABaseMasterUI()
                              + ~ABaseMasterUI()
+ SliderUI()
                              + operator=()
+ SliderUI()
                              + addChild()
+ ~SliderUI()
                              + removeChild()
+ operator=()
                              + setMasterOffset()
+ setValues()
                              + addMasterOffset()
+ setValue()
                              + getMasterPos()
+ addSliderListener()
                              + getMasterRealPos()
# _update()
# draw()
                              + getMasterSize()
                              + getMasterOffset()
# SliderUI()
                              # _update()
                              # _draw()
# _update
                                 _updateTotalMasterSize()
                              #ĀBaseMasterUI()
```

Shader

**TextRender**