```
Shader
                           TextRender
+ id
                        + font
+ Shader()
                        + TextRender()
+ Shader()
                        + TextRender()
+ ~Shader()
                        + ~TextRender()
+ operator=()
                        + operator=()
                        + loadFont()
+ use()
+ unuse()
                        + write()
+ setBool()
                        + strWidth()
+ setInt()
                        + strHeight()
+ setFloat()
                        + setWinSize()
                        + getShader()
+ setDouble()
                        + getShader()
and 18 more...
            #_rectShader
                               #_textRender
            #_imgShader
               ABaseUI
      enabled
   # _selected
# _pos
     _posOffset
   #
   # _size
   #_value
#_selectedColor
#_selected
      selectedColorText
   and 28 more...
   # _isInit
     _allUl
   #
   # _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
        _{	t masterPadding}
     #
        _masterOffset
       _masterMinPos
       _masterMaxPos
     # masterTotalSize
        _childUI
     #
     + ABaseMasterUI()
     + ABaseMasterUI()
     + ~ABaseMasterUI()
     + operator=()
     + addChild()
     + removeChild()
```

+ setMasterOffset()
+ addMasterOffset()
+ getMasterPos()
+ getMasterRealPos()
+ getMasterSize()
+ getMasterOffset()

# ABaseMasterUI()

\_updateTotalMasterSize()

# \_update() # \_draw() \_