```
ABaseUI
   _enabled
  _selected
#
  _pos
#
   Z
  _posOffset
  _size
# _color
#
  _value
# _selectedColor
# _selectedColor
   _selectedColorText
and 29 more...
# _isInit
#_winSize
#_projection
#_rectShad
#_rectShader
#_rectY
  _rectVao
  _rectVbo
#_rectVertices
# _textRender
# _imgShader
  _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()
# _drawText()
# _loadImg()
  _unloadImg()
# _drawImg()
# _update()
# _draw()
# _resizeWin()
        ABaseMasterUI 4 1 1
    _masterPadding
    _masterOffset
  # _masterMinPos
  # _masterMaxPos
# masterT
    _masterTotalSize
  # _childUI
  + ABaseMasterUI()
  + ABaseMasterUI()
  + ~ABaseMasterUI()
  + operator=()
  + addChild()
  + removeChild()
  + setMasterOffset()
  + addMasterOffset()
  + getMasterPos()
  + getMasterRealPos()
  + getMasterSize()
  + getMasterOffset()
    _update()
     draw()
  #
     _updateTotalMasterSize()
  # ABaseMasterUI()
                Δ
           ScrollbarUI
     _scrollbarSize
     _scrollbarColor
     _mouseScrollSpeed
  #
  #
    _vertScroll
     vertScrollHide_
     vertScrollInverted
     _vertScrollbarPos
  #
     _vertScrollBarDrawSize
    _isVertScrollClicked
  #
    _horizScroll
    _horizScrollHide
     horizScrollInverted
  #
     horizScrollbarPos
     horizScrollBarDrawSize
  #_isHorizScrollClicked
  + ScrollbarUI()
  + ScrollbarUI()
  + ~ScrollbarUI()
  + operator=()
  + enableVertScroll()
  + enableHorizScroll()
  + setScrollbarSize()
  + setScrollbarSpeed()
  + invertVertScroll()
  + invertHorizScroll()
  + getMasterPos()
+ getMasterRealPos()
    getMasterSize()
  # _update()
# _drav
     _draw()
```

ScrollbarUI()