```
Shader
                                    TextRender
                                 + font
        + id
                                 + TextRender()
        + Shader()
        + Shader()
                                 + TextRender()
                                 + ~TextRender()
        + ~Shader()
        + 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
                      #
                         masterMinPos
                      # _masterMaxPos
                      # _masterTotalSize
                      #_childUI
   RectUI
                      + ABaseMasterUI()
                      + ABaseMasterUI()
+ RectUI()
                      + ~ABaseMasterUI()
+ RectUI()
                      + operator=()
+ ~RectUI()
                      + addChild()
+ operator=()
                      + removeChild()
# _update()
# _draw^
                      + setMasterOffset()
   draw()
                      + addMasterOffset()
# RectUI()
                      + getMasterPos()
                      + getMasterRealPos()
                      + getMasterSize()
                      + getMasterOffset()
                      # _update()
                      # _draw()
# _update
                         _updateTotalMasterSize()
                      # ABaseMasterUI()
```