```
CharacterWidget
   displayFont
  - _columns
    lastKev

    squareSize

  + CharacterWidget()
  + sizeHint()
  + selectedCharacter()
  + updateFont()
  + updateSize()
  + updateStyle()
  + updateFontMerging()
  # mouseMoveEvent()
  # mousePressEvent()
  # paintEvent()
              characterWidget
    TextCollageShape

    characterWidget

- _graphicsScene
 displayFont
+ TextCollageShape()
+ ~TextCollageShape()
+ displayFont()
+ text()
+ insertCharacter()
+ insertSelectedCharacter()
+ setDisplayFontStyle()
+ setLetterSpacing()
+ setDiplayFont()
+ updatePreviewText()
+ updateFontSize()
+ updateText()
# changeEvent()
```

- ui