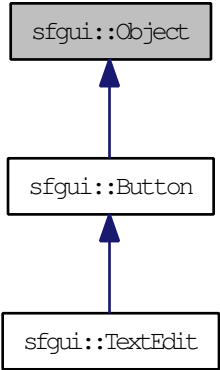


`sfgui::Object`



```
graph BT; sfgui::TextEdit --> sfgui::Button; sfgui::Button --> sfgui::Object
```

`sfgui::Button`

`sfgui::TextEdit`