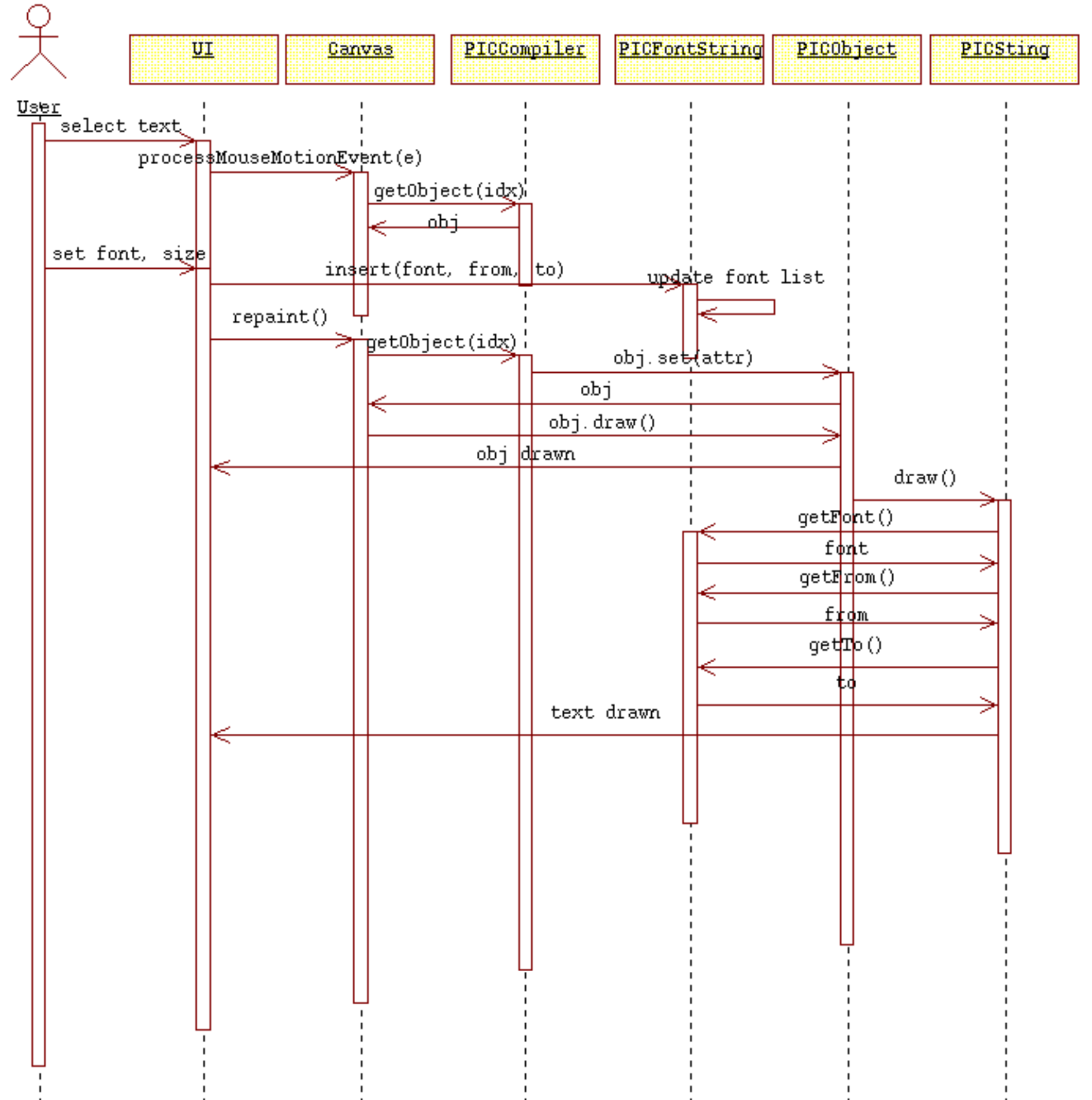
UI
Canvas
PICCompiler
PICFontString
PICObject
PICSting
User
select text
processMouseMotionEvent(e)
getObject(idx)
obj
set font, size
insert(font, from, to)
update font list
repaint()
getObject(idx)
obj.set(attr)
obj
obj.draw()
obj drawn
draw()
getFont()
font
getFrom()
from
getTo()
to
text drawn