

Calculator

```
classDiagram
    class Calculator {
    }
    class GetDisappearTime {
        - m_component
        - m_outputSlot
        + OnCalculate()
    }
    GetDisappearTime --|> Calculator
```

The diagram illustrates a class hierarchy. At the top is the 'Calculator' class, represented by a rectangle divided into three horizontal sections. The top section contains the name 'Calculator', while the two bottom sections are empty. Below the 'Calculator' class is the 'GetDisappearTime' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the name 'GetDisappearTime', the middle section contains two attributes: '- m\_component' and '- m\_outputSlot', and the bottom section contains one method: '+ OnCalculate()'. A blue arrow with an open triangular head points from the 'GetDisappearTime' class up to the 'Calculator' class, indicating that 'GetDisappearTime' inherits from 'Calculator'.

GetDisappearTime

- m\_component

- m\_outputSlot

+ OnCalculate()