

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 class 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 class name 'GetDisappearTime', the middle section contains two attributes: '- m\_component' and '- m\_outputSlot', and the bottom section contains a 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()