

phys::UI::Widget

```
classDiagram
    class phys::UI::Widget
    class phys::UI::ButtonListBox
    class phys::UI::Cell
    class phys::UI::CellGrid
    class phys::UI::CheckBox
    class phys::UI::ListBox
    class phys::UI::Menu
    class phys::UI::Scrollbar
    class phys::UI::Spinner
    class phys::UI::Window
    phys::UI::Widget <|-- phys::UI::ButtonListBox
    phys::UI::Widget <|-- phys::UI::Cell
    phys::UI::Widget <|-- phys::UI::CellGrid
    phys::UI::Widget <|-- phys::UI::CheckBox
    phys::UI::Widget <|-- phys::UI::ListBox
    phys::UI::Widget <|-- phys::UI::Menu
    phys::UI::Widget <|-- phys::UI::Scrollbar
    phys::UI::Widget <|-- phys::UI::Spinner
    phys::UI::Widget <|-- phys::UI::Window
```

A UML class diagram illustrating inheritance. The base class, `phys::UI::Widget`, is located at the top left. A vertical line descends from it, with horizontal lines branching off to the right to connect to ten subclasses: `phys::UI::ButtonListBox`, `phys::UI::Cell`, `phys::UI::CellGrid`, `phys::UI::CheckBox`, `phys::UI::ListBox`, `phys::UI::Menu`, `phys::UI::Scrollbar`, `phys::UI::Spinner`, and `phys::UI::Window`. Each subclass box has a small black triangle in its bottom-right corner, indicating that it inherits from the base class.

phys::UI::ButtonListBox

phys::UI::Cell

phys::UI::CellGrid

phys::UI::CheckBox

phys::UI::ListBox

phys::UI::Menu

phys::UI::Scrollbar

phys::UI::Spinner

phys::UI::Window