

AnimationTimer



```
classDiagram
    class AnimationTimer
    class game_GameLoop["game.GameLoop"]
    game_GameLoop --|> AnimationTimer
```

The diagram illustrates a class inheritance relationship. At the top is a white rectangular box with a thin gray border containing the text "AnimationTimer". Below it is a gray rectangular box with a thin black border containing the text "game.GameLoop". A blue arrow points vertically from the top center of the "game.GameLoop" box to the bottom center of the "AnimationTimer" box, indicating that "game.GameLoop" inherits from "AnimationTimer".

game.GameLoop