

Ui_EditWindow

```
graph BT; Ui_EditWindow[Ui_EditWindow] --|> Ui_EditWindow[Ui::EditWindow];
```

A UML class diagram illustrating inheritance. The top class, `Ui_EditWindow`, is represented by a gray-shaded rectangle. The bottom class, `Ui::EditWindow`, is represented by a white rectangle. A solid blue arrow points from the bottom class to the top class, indicating that `Ui::EditWindow` inherits from `Ui_EditWindow`.

Ui::EditWindow