

JPanel

Runnable

game.Window

```
classDiagram
    class JPanel
    class Runnable
    class game_Window["game.Window"]
    game_Window --|> JPanel
    game_Window --|> Runnable
```

The diagram illustrates a class hierarchy where 'game.Window' is a subclass of both 'JPanel' and 'Runnable'. 'JPanel' and 'Runnable' are positioned at the top, while 'game.Window' is at the bottom. A horizontal line connects the two top boxes, with a vertical line descending from its center to the top of the bottom box. From this vertical line, two arrows point upwards to the bottom of the 'JPanel' and 'Runnable' boxes, indicating inheritance.