

GameOb ject



```
classDiagram
    class GameOb ject
    class Bobber
    Bobber --|> GameOb ject
```

A UML class diagram illustrating inheritance. The top class is labeled "GameOb ject" and the bottom class is labeled "Bobber". A vertical arrow points from the "Bobber" class to the "GameOb ject" class, indicating that "Bobber" inherits from "GameOb ject".

Bobber