

Cloneable

```
graph BT; Building["game.board.Building"] --> Cloneable["Cloneable"]
```

A UML class diagram illustrating inheritance. A box labeled "Cloneable" is at the top, and a box labeled "game.board.Building" is at the bottom. A blue arrow points from the bottom box to the top box, indicating that "game.board.Building" inherits from "Cloneable".

game.board.Building