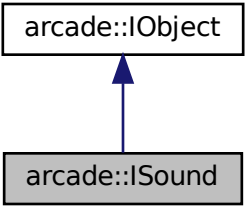


arcade::IObject



```
classDiagram
    class arcade::IObject
    class arcade::Sprite
    arcade::Sprite --|> arcade::IObject
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text 'arcade::IObject'. Below it is a gray rectangular box with a black border containing the text 'arcade::Sprite'. A solid blue arrow points vertically from the top center of the 'arcade::Sprite' box to the bottom center of the 'arcade::IObject' box, indicating that 'arcade::Sprite' inherits from 'arcade::IObject'.

arcade::Sprite