

arcade::IObject

```
classDiagram
    class arcade__IObject["arcade::IObject"]
    class arcade__ISound["arcade::ISound"]
    class arcade__Music["arcade::Music"]
    arcade__ISound --|> arcade__IObject
    arcade__Music --|> arcade__ISound
```

The diagram illustrates a class hierarchy. At the top is the 'arcade::IObject' class. Below it is the 'arcade::ISound' class, which inherits from 'arcade::IObject' as indicated by a blue arrow pointing upwards. At the bottom is the 'arcade::Music' class, which inherits from 'arcade::ISound' as indicated by another blue arrow pointing upwards. The 'arcade::ISound' and 'arcade::Music' boxes have a light gray fill, while 'arcade::IObject' is white.

arcade::ISound

arcade::Music