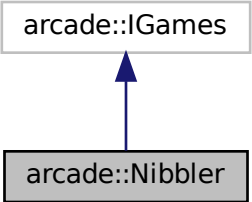


arcade::IGames



```
classDiagram
    class arcade__Snake["arcade::Snake"]
    class arcade__IGames["arcade::IGames"]
    arcade__Snake --|> arcade__IGames
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled 'arcade::Snake'. A blue arrow points vertically upwards from this box to a white box labeled 'arcade::IGames' at the top. This represents that 'arcade::Snake' inherits from or implements 'arcade::IGames'.

arcade::Snake