

arcade::IObject

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

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'arcade::IObject'. The bottom box is gray with a black border and contains the text 'arcade::ITile'. A blue arrow points vertically from the top of the 'arcade::ITile' box to the bottom of the 'arcade::IObject' box, indicating an inheritance relationship.

arcade::ITile