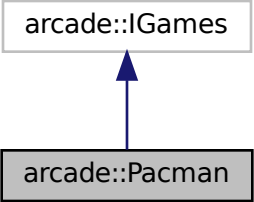


arcade::IGames



```
classDiagram
    class arcade_Pacman["arcade::Pacman"]
    class arcade_IGames["arcade::IGames"]
    arcade_Pacman --|> arcade_IGames
```

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

arcade::Pacman