

Beam::GuiComponent

```
classDiagram
    class BeamGuiComponent["Beam::GuiComponent"]
    class BeamButton["Beam::Button"]
    class BeamSlider["Beam::Slider"]
    BeamButton --|> BeamGuiComponent
    BeamSlider --|> BeamGuiComponent
```

A UML class diagram illustrating inheritance. At the top is a box labeled "Beam::GuiComponent". Below it are two boxes: "Beam::Button" on the left and "Beam::Slider" on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to an arrowhead pointing at the bottom of the "Beam::GuiComponent" box.

Beam::Button

Beam::Slider