

DisplayObject



```
graph BT; Cup1 --> DisplayObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "DisplayObject". Below it is a gray rectangular box with a black border labeled "Cup1". A vertical blue arrow points from the top of the "Cup1" box to the bottom of the "DisplayObject" box, indicating that "Cup1" inherits from "DisplayObject".

Cup1