

Simulator::Object

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classDiagram
    Simulator::DirectoryTop --> Simulator::ZLCDMA::Node
    Simulator::ZLCDMA::Node --> Simulator::ZLCDMA::Object
    Simulator::ZLCDMA::Object --> Simulator::Object
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The diagram illustrates a class hierarchy. At the base is Simulator::DirectoryTop, which inherits from Simulator::ZLCDMA::Node. Simulator::ZLCDMA::Node inherits from Simulator::ZLCDMA::Object. Finally, Simulator::ZLCDMA::Object inherits from Simulator::Object, which is represented by a dashed box indicating it is an abstract or base class.

Simulator::ZLCDMA::Object

Simulator::ZLCDMA::Node

Simulator::ZLCDMA::DirectoryTop