

Window

IComponentConnector

Dungeons\_n\_Dragons\_Manager.MainWindow

```
classDiagram
    class Window
    class IComponentConnector
    class Dungeons_n_Dragons_Manager_MainWindow["Dungeons_n_Dragons_Manager.MainWindow"]
    Window <|-- Dungeons_n_Dragons_Manager_MainWindow
    IComponentConnector <|-- Dungeons_n_Dragons_Manager_MainWindow
```

The diagram illustrates a class hierarchy. At the top, there are two base classes: 'Window' and 'IComponentConnector'. Below them, a single class 'Dungeons\_n\_Dragons\_Manager.MainWindow' is shown. Two arrows point from the 'Dungeons\_n\_Dragons\_Manager.MainWindow' box to the 'Window' and 'IComponentConnector' boxes, indicating that it inherits from both.