

bridges.games.GameBase

bridges.connect.KeypressListener

bridges.games.BlockingGame

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graph TD; BG[bridges.games.BlockingGame] --> GB[bridges.games.GameBase]; BG --> KL[bridges.connect.KeypressListener];
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The diagram illustrates the relationships between three classes. At the top, there are two boxes: 'bridges.games.GameBase' on the left and 'bridges.connect.KeypressListener' on the right. Below them, centered, is a box for 'bridges.games.BlockingGame'. Two arrows originate from the 'bridges.games.BlockingGame' box: one points upwards to the 'bridges.games.GameBase' box, and the other points upwards to the 'bridges.connect.KeypressListener' box. This indicates that 'BlockingGame' inherits from 'GameBase' and implements the 'KeypressListener' interface.