

bridges.games.GameBase

bridges.connect.KeypressListener

bridges.games.BlockingGame

```
classDiagram
    class GameBase["bridges.games.GameBase"]
    class KeypressListener["bridges.connect.KeypressListener"]
    class BlockingGame["bridges.games.BlockingGame"]
    GameBase <|-- BlockingGame
    GameBase --> KeypressListener
```

The diagram illustrates the relationships between three classes. At the top, two boxes represent 'bridges.games.GameBase' on the left and 'bridges.connect.KeypressListener' on the right. Below them, centered, is a box for 'bridges.games.BlockingGame'. A vertical line descends from the bottom center of the 'GameBase' box, and another vertical line descends from the bottom center of the 'BlockingGame' box; these two lines meet at a horizontal line. From the left end of this horizontal line, an arrow points vertically upwards to the bottom center of the 'GameBase' box, indicating inheritance. From the right end of this horizontal line, an arrow points vertically upwards to the bottom center of the 'KeypressListener' box, indicating an association.