

bridges.grid.Grid

```
classDiagram
    class Grid["bridges.grid.Grid"]
    class ColorGrid["bridges.color_grid.ColorGrid"]
    class GameGrid["bridges.game_grid.GameGrid"]
    ColorGrid --|> Grid
    GameGrid --|> Grid
```

A UML class diagram showing inheritance. At the top is a box labeled 'bridges.grid.Grid'. Below it are two boxes: 'bridges.color_grid.ColorGrid' on the left and 'bridges.game_grid.GameGrid' on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the top box. An arrow points from this vertical line up to the bottom of the 'bridges.grid.Grid' box, indicating that both 'ColorGrid' and 'GameGrid' inherit from 'Grid'.

bridges.color_grid.ColorGrid

bridges.game_grid.GameGrid