

IStateMachineEvents

```
classDiagram
    class IStateMachineEvents {
    }
    class ICondition {
    }
    class IsLocalClientConnected {
    }
    ICondition --|> IStateMachineEvents
    IsLocalClientConnected --|> ICondition
```

The diagram illustrates a class hierarchy with three classes: IStateMachineEvents at the top, ICondition in the middle, and IsLocalClientConnected at the bottom. ICondition inherits from IStateMachineEvents, and IsLocalClientConnected inherits from ICondition. Each class is represented by a rectangle divided into three horizontal sections: the top section for the class name, and two empty sections below for attributes and methods. The IsLocalClientConnected class is shaded gray, while the others are white. Blue arrows with hollow triangular heads point from the bottom class to the middle class, and from the middle class to the top class.

ICondition

IsLocalClientConnected