

Fl_Widget



```
classDiagram
    Fl_Widget <|-- Fl_FormsPixmap
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled 'Fl_Widget'. Below it is a gray rectangular box with a black border labeled 'Fl_FormsPixmap'. A blue arrow points vertically from the top center of the 'Fl_FormsPixmap' box to the bottom center of the 'Fl_Widget' box, indicating that 'Fl_FormsPixmap' inherits from 'Fl_Widget'.

Fl_FormsPixmap