

Form



```
classDiagram
    class Form
    class SettingsForm["Convay.WinFormsGame.SettingsForm"]
    SettingsForm --|> Form
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'Form'. Below it is a box labeled 'Convay.WinFormsGame.SettingsForm'. A blue arrow points from the 'Convay.WinFormsGame.SettingsForm' box up to the 'Form' box, indicating that 'Convay.WinFormsGame.SettingsForm' inherits from 'Form'.

Convay.WinFormsGame.SettingsForm