

Form



```
classDiagram
    class Form
    class Conway.WinFormsGame.AppearanceForm
    Conway.WinFormsGame.AppearanceForm --|> Form
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'Form'. Below it is a box labeled 'Conway.WinFormsGame.AppearanceForm'. A blue arrow points from the 'Conway.WinFormsGame.AppearanceForm' box up to the 'Form' box, indicating that 'Conway.WinFormsGame.AppearanceForm' inherits from 'Form'.

Conway.WinFormsGame.AppearanceForm