

MouseEventListener



```
classDiagram
    class MouseEventListener
    class MarkerItem
    MarkerItem --|> MouseEventListener
```

The diagram illustrates a class hierarchy. At the top is a gray rectangular box labeled 'MouseEventListener'. Below it is a white rectangular box labeled 'MarkerItem'. A blue arrow points from the top of the 'MarkerItem' box to the bottom of the 'MouseEventListener' box, indicating that 'MarkerItem' inherits from 'MouseEventListener'.

MarkerItem