

ActiveScreen



```
classDiagram
    class ActiveScreen
    class GameMenuScreen
    GameMenuScreen --|> ActiveScreen
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'ActiveScreen'. The bottom box is gray with a black border and contains the text 'GameMenuScreen'. A vertical blue line connects the bottom of the 'GameMenuScreen' box to the bottom of the 'ActiveScreen' box, ending in a blue arrowhead pointing upwards.

GameMenuScreen