

JFrame



```
graph BT; Window["di.uniba.map.b.adventure.impl.Window"] --> JFrame
```

A UML class diagram illustrating inheritance. A light gray box at the top is labeled 'JFrame'. A dark gray box at the bottom is labeled 'di.uniba.map.b.adventure.impl.Window'. A blue arrow points from the bottom box up to the top box, indicating that the bottom class inherits from the top class.

di.uniba.map.b.adventure.impl.
Window