

GameView

```
classDiagram
    class GameView
    class KeyboardPang_GameMain["KeyboardPang.GameMain"]
    KeyboardPang_GameMain --|> GameView
```

The diagram illustrates a class inheritance relationship. At the top is a white rectangular box with a thin gray border containing the text "GameView". Below it is a gray rectangular box with a thick black border containing the text "KeyboardPang.GameMain". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "KeyboardPang.GameMain" inherits from "GameView".

KeyboardPang.GameMain