

```
classDiagram
    class gdl_IClock["gdl::IClock"]
    class gdl_Clock["gdl::Clock"]
    class gdl_GameClock["gdl::GameClock"]
    gdl_Clock --|> gdl_IClock
    gdl_GameClock --|> gdl_IClock
```

gdl::IClock

gdl::Clock

gdl::GameClock