

*System.Windows.Window*

*System.Windows.Markup.IComponentConnector*

*Prototype.ModifMateriel*

```
graph BT; PM[Prototype.ModifMateriel] --> SWW[System.Windows.Window]; PM --> SWMC[System.Windows.Markup.IComponentConnector];
```

The diagram illustrates a class hierarchy where the *Prototype.ModifMateriel* class serves as a base or prototype for two other classes: *System.Windows.Window* and *System.Windows.Markup.IComponentConnector*. This is represented by arrows pointing from the base class box at the bottom to the two derived class boxes at the top.