

Controller



```
graph BT; HumanCarController --|> Controller
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'HumanCarController'. A vertical blue line with an open arrowhead points upwards from this box to a white box labeled 'Controller' at the top. This indicates that 'HumanCarController' inherits from 'Controller'.

HumanCarController