

EditorWindow

```
classDiagram
    class AbstractEnvironmentClass
    class EditorWindow
    AbstractEnvironmentClass --|> EditorWindow
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'AbstractEnvironmentClass'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box labeled 'EditorWindow' positioned above it. The arrow indicates that 'EditorWindow' inherits from 'AbstractEnvironmentClass'.

AbstractEnvironmentClass