

wxFrame



```
graph BT; MonitorDisplay --|> wxFrame
```

A UML class diagram showing an inheritance relationship. At the top is a white rectangular box with a thin gray border containing the text 'wxFrame'. Below it is a gray rectangular box with a thick black border containing the text 'MonitorDisplay'. A solid blue arrow points vertically from the top center of the 'MonitorDisplay' box to the bottom center of the 'wxFrame' box, indicating that 'MonitorDisplay' inherits from 'wxFrame'.

MonitorDisplay