

Util::GameObject

```
classDiagram
    class UtilGameObject["Util::GameObject"]
    class DungeonItem["Dungeon::Item"]
    class GameGraphsCoin["Game::Graphs::Coin"]
    UtilGameObject <|-- DungeonItem
    UtilGameObject <|-- GameGraphsCoin
    class DungeonItem {
        +Item()
        +~Item()
        +GetClassName()
    }
    class GameGraphsCoin {
        +Coin()
        +~Coin()
        +GetNumber()
        +GetClassName()
    }
```

The diagram illustrates a class hierarchy. At the top is the 'Util::GameObject' class, which serves as the base for two other classes: 'Dungeon::Item' and 'Game::Graphs::Coin'. 'Dungeon::Item' inherits from 'Util::GameObject' and implements methods '+ Item()', '+ ~Item()', and '+ GetClassName()'. 'Game::Graphs::Coin' also inherits from 'Util::GameObject' and implements methods '+ Coin()', '+ ~Coin()', '+ GetNumber()', and '+ GetClassName()'. The 'Game::Graphs::Coin' class is shaded gray, while the others are white.

Dungeon::Item

+ Item()
+ ~Item()
+ GetClassName()

Game::Graphs::Coin

+ Coin()
+ ~Coin()
+ GetNumber()
+ GetClassName()