

ScreenManager

```
classDiagram
    class ScreenManager
    class newGUI_ScreenManagement["newGUI.ScreenManagement"]
    newGUI_ScreenManagement --|> ScreenManager
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "ScreenManager". Below it is a gray rectangular box with a thick black border containing the text "newGUI.ScreenManagement". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "newGUI.ScreenManagement" inherits from "ScreenManager".

newGUI.ScreenManagement