

Screen

```
graph BT; newGUIRoomView[newGUI.RoomView] --> Screen;
```

A UML class diagram showing an inheritance relationship. A box labeled 'Screen' is at the top, and a box labeled 'newGUI.RoomView' is at the bottom. A blue arrow points from the bottom box to the top box, indicating that 'newGUI.RoomView' inherits from 'Screen'.

newGUI.RoomView