

Screen

```
classDiagram
    class Screen
    class GUI8_LoginScreen["GUI8.LoginScreen"]
    GUI8_LoginScreen --|> Screen
```

A UML class diagram illustrating inheritance. At the top is a class box labeled "Screen". Below it is a class box labeled "GUI8.LoginScreen". A solid blue arrow points from the bottom of the "GUI8.LoginScreen" box to the bottom of the "Screen" box, indicating that "GUI8.LoginScreen" inherits from "Screen".

GUI8.LoginScreen