

ScreenManager

```
graph BT; GUI8J[GUI8J.ScreenManagement] --> ScreenManager[ScreenManager];
```

A UML class diagram illustrating inheritance. A gray box at the bottom is labeled 'GUI8J.ScreenManagement'. A blue arrow points upwards from this box to a white box at the top labeled 'ScreenManager'. The arrow indicates that 'GUI8J.ScreenManagement' inherits from 'ScreenManager'.

GUI8J.ScreenManagement