

Screen

```
classDiagram
    class Screen
    class newGUI_LoginScreen["newGUI.LoginScreen"]
    newGUI_LoginScreen --|> Screen
```

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

newGUI.LoginScreen