

Screen

```
classDiagram
    class Screen
    class TestingGUI_LoginScreen["TestingGUI.LoginScreen"]
    TestingGUI_LoginScreen --|> Screen
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'Screen'. Below it is a gray box labeled 'TestingGUI.LoginScreen'. Two blue arrows point from the 'TestingGUI.LoginScreen' box up to the 'Screen' box, indicating that 'TestingGUI.LoginScreen' inherits from 'Screen'.

TestingGUI.LoginScreen