

ScreenManager



```
graph BT; GUI8[GUI8.ScreenManagement] --> SM[ScreenManager];
```

A UML class diagram illustrating inheritance. At the bottom is a gray box labeled 'GUI8.ScreenManagement'. A blue arrow points vertically upwards from this box to a white box at the top labeled 'ScreenManager'. The arrow's head is a solid blue triangle pointing towards the 'ScreenManager' box.

GUI8.ScreenManagement