

Jugador

```
classDiagram
    class Jugador
    class DriverJugador
    DriverJugador --|> Jugador
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'Jugador' with a light gray fill and a black border. Below it is a box labeled 'DriverJugador' with a white fill and a black border. A solid blue arrow points from the bottom center of the 'DriverJugador' box to the bottom center of the 'Jugador' box, indicating that 'DriverJugador' inherits from 'Jugador'.

DriverJugador