

BaseInputDevice

```
classDiagram
    class BaseInputDevice
    class StandardCamera
    StandardCamera --|> BaseInputDevice
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "BaseInputDevice". Below it is a gray rectangular box with a black border labeled "StandardCamera". A solid blue arrow points vertically from the top center of the "StandardCamera" box to the bottom center of the "BaseInputDevice" box, indicating that "StandardCamera" inherits from "BaseInputDevice".

StandardCamera