

GUIComponent

```
classDiagram
    class GUIComponent
    class Button
    class Grid
    class GridEightQueens
    Button --|> GUIComponent
    Grid --|> GUIComponent
    GridEightQueens --|> GUIComponent
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'GUIComponent'. Below it are three boxes: 'Button' on the left, 'Grid' in the center, and 'GridEightQueens' on the right. A horizontal line connects the three lower boxes, with vertical lines extending upwards from each to a single point. From this point, an arrow points directly up to the 'GUIComponent' box, indicating that 'Button', 'Grid', and 'GridEightQueens' all inherit from 'GUIComponent'.

Button

Grid

GridEightQueens