

GUIComponent



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

A UML class diagram illustrating inheritance. The class 'GUIComponent' is positioned at the top, and the class 'Button' is positioned at the bottom. A vertical arrow points from the 'Button' class to the 'GUIComponent' class, indicating that 'Button' inherits from 'GUIComponent'.

Button