

Thread



```
graph BT; Thread --|> battleship.network.PlayerProxy
```

A UML class diagram showing inheritance. A box labeled 'Thread' is at the top, and a box labeled 'battleship.network.PlayerProxy' is at the bottom. A vertical arrow points from the bottom box to the top box, indicating that 'battleship.network.PlayerProxy' inherits from 'Thread'.

battleship.network.PlayerProxy