

my::AliveObject

```
classDiagram
    class my::AliveObject
    class my::Bullet
    class my::Enemy
    class my::Player
    my::Bullet --|> my::AliveObject
    my::Enemy --|> my::AliveObject
    my::Player --|> my::AliveObject
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'my::AliveObject'. Below it are three boxes: 'my::Bullet' on the left, 'my::Enemy' in the center, and 'my::Player' on the right. A horizontal line connects the three bottom boxes. From the left end of this line, a vertical line goes up to the 'my::Bullet' box. From the right end, a vertical line goes up to the 'my::Player' box. From the center of the horizontal line, a vertical line goes up to the 'my::Enemy' box. From the top of the 'my::Enemy' box, a vertical line goes up to the 'my::AliveObject' box, ending in an arrowhead pointing towards the parent class.

my::Bullet

my::Enemy

my::Player