

## Unit Conversion Interface

```
classDiagram
    class UnitConversionInterface {
    }
    class convertTime {
    }
    class convertTemp {
    }
    class convertLength {
    }
    UnitConversionInterface <|-- convertTime
    UnitConversionInterface <|-- convertTemp
    UnitConversionInterface <|-- convertLength
```

The diagram illustrates a class hierarchy for unit conversion. At the top is the 'Unit Conversion Interface' class, which serves as the base. Below it are three subclasses: 'convertTime', 'convertTemp', and 'convertLength'. Each class is represented by a rectangular box with a light gray header containing the class name and a larger light gray body for details. The 'convertTime' box is on the left, 'convertTemp' is in the center, and 'convertLength' is on the right.

convertTime

convertTemp

convertLength