

G4UserRunAction

```
classDiagram
    class G4UserRunAction
    class MMRRunAction {
        - fDetector
        - fPrimary
        - fGridEnergy
        + MMRRunAction()
        + ~MMRunAction()
        + GenerateRun()
        + BeginOfRunAction()
        + EndOfRunAction()
    }
    MMRRunAction <|-- G4UserRunAction
```

The diagram illustrates a class hierarchy. At the top is the 'G4UserRunAction' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'MMRunAction' class, represented by a rectangle divided into three horizontal sections. The top section is shaded gray and contains the class name. The middle section is also shaded gray and lists three private attributes: '- fDetector', '- fPrimary', and '- fGridEnergy'. The bottom section is shaded gray and lists six public methods: '+ MMRRunAction()', '+ ~MMRunAction()', '+ GenerateRun()', '+ BeginOfRunAction()', and '+ EndOfRunAction()'. A blue arrow with an open triangular head points from the top of the 'MMRunAction' class to the bottom of the 'G4UserRunAction' class, indicating that 'MMRunAction' inherits from 'G4UserRunAction'.

MMRunAction

- fDetector
- fPrimary
- fGridEnergy

- + MMRRunAction()
- + ~MMRunAction()
- + GenerateRun()
- + BeginOfRunAction()
- + EndOfRunAction()