

G4UserRunAction

```
classDiagram
    class G4UserRunAction
    class RunAction {
        - fTotalIonization
        + RunAction()
        + ~RunAction()
        + BeginOfRunAction()
        + EndOfRunAction()
    }
    RunAction <|-- 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 others are empty. Below it is the 'RunAction' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, the middle one contains a private attribute '- fTotalIonization', and the bottom one contains four public methods: '+ RunAction()', '+ ~RunAction()', '+ BeginOfRunAction()', and '+ EndOfRunAction()'. A blue arrow with an open triangular head points from the 'RunAction' class up to the 'G4UserRunAction' class, indicating that 'G4UserRunAction' inherits from 'RunAction'.

RunAction

- fTotalIonization

+ RunAction()

+ ~RunAction()

+ BeginOfRunAction()

+ EndOfRunAction()