

arcade::IGame

```
classDiagram
    class arcade_IGame["arcade::IGame"]
    class arcade_AGame["arcade::AGame"]
    class arcade_Nibbler["arcade::Nibbler"]
    class arcade_Snake["arcade::Snake"]
    arcade_AGame --|> arcade_IGame
    arcade_Nibbler --|> arcade_IGame
    arcade_Snake --|> arcade_IGame
```

The diagram illustrates a class hierarchy. At the top is the base class 'arcade::IGame'. Below it are three subclasses: 'arcade::AGame', 'arcade::Nibbler', and 'arcade::Snake'. A horizontal line connects the three subclasses, and a vertical arrow points from the center of this line up to the 'arcade::IGame' box, indicating that all three subclasses inherit from the 'arcade::IGame' base class.

arcade::AGame

arcade::Nibbler

arcade::Snake