

nsGame::Item



```
classDiagram
    nsGame::Food --|> nsGame::Item
```

A UML class diagram illustrating inheritance. The base class, nsGame::Item, is shown in a white box at the top. The derived class, nsGame::Food, is shown in a gray box at the bottom. A blue arrow points from the top of the nsGame::Food box to the bottom of the nsGame::Item box, indicating that nsGame::Food inherits from nsGame::Item.

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