

BaseController

```
classDiagram
    class BaseController
    class AutomaticShooterController
    AutomaticShooterController --|> BaseController
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled 'BaseController'. Below it is a gray rectangular box labeled 'AutomaticShooterController'. A blue arrow points from the top center of the 'AutomaticShooterController' box to the bottom center of the 'BaseController' box, indicating that 'AutomaticShooterController' inherits from 'BaseController'.

AutomaticShooterController