

BaseComponent

```
classDiagram
    class BaseComponent
    class ShooterAdjuster
    ShooterAdjuster --|> BaseComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "BaseComponent". Below it is a gray rectangular box with a black border labeled "ShooterAdjuster". A vertical blue arrow points from the top of the "ShooterAdjuster" box to the bottom of the "BaseComponent" box, indicating that "ShooterAdjuster" inherits from "BaseComponent".

ShooterAdjuster