

AbsPlayer

```
classDiagram
    class AbsPlayer
    class Player
    class Stooge
    Player --|> AbsPlayer
    Stooge --|> Player
```

A UML class diagram illustrating inheritance. At the top is the 'AbsPlayer' class in a white box. A blue arrow points from the 'Player' class (a gray box) up to 'AbsPlayer'. Another blue arrow points from the 'Stooge' class (a white box) up to 'Player'.

Player

Stooge