

MouseListener



```
classDiagram
    class MouseListener
    class MouseDebugger
    MouseDebugger --|> MouseListener
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "MouseListener". Below it is a gray rectangular box with a thick black border containing the text "MouseDebugger". A solid blue arrow points vertically from the top center of the "MouseDebugger" box to the bottom center of the "MouseListener" box, indicating that "MouseDebugger" inherits from "MouseListener".

MouseDebugger