

UUserWidget

```
classDiagram
    class UPlayerHUD {
        # UProgressBar * PHealth
        # UProgressBar * PArmor
        + void SetHealth(float Health)
        + void SetArmor(float Armor)
    }
    class UUserWidget
    UPlayerHUD --|> UUserWidget
```

The diagram illustrates a class hierarchy. At the bottom is the UPlayerHUD class, which is shaded gray and contains two private attributes (PHealth and PArmor) and two public methods (SetHealth and SetArmor). Above it is the UUserWidget class, which is white. A blue arrow with an open triangle head points from UPlayerHUD to UUserWidget, indicating that UPlayerHUD inherits from UUserWidget.

UPlayerHUD

UProgressBar * PHealth

UProgressBar * PArmor

+ void SetHealth(float
Health)

+ void SetArmor(float
Armor)