

# ScreenElement



```
classDiagram
    Line --|> ScreenElement
```

A UML class diagram illustrating inheritance. The class 'ScreenElement' is positioned at the top, and the class 'Line' is positioned at the bottom. A vertical arrow points from the 'Line' class to the 'ScreenElement' class, indicating that 'Line' inherits from 'ScreenElement'.

## Line