

JPanel



```
classDiagram
    class JPanel
    class main_GamePanel["main.GamePanel"]
    main_GamePanel --|> JPanel
```

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

main.GamePanel