

Runnable



```
graph BT; mainGame["main.Game"] --> Runnable;
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box with a black border containing the text "main.Game". A solid blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box with a gray border at the top, which contains the text "Runnable".

main.Game