

JFrame



```
graph BT; ClientGUI --> JFrame
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled 'ClientGUI'. A blue arrow points vertically upwards from the top center of 'ClientGUI' to the bottom center of a white rectangular box labeled 'JFrame' at the top. The arrow indicates that 'ClientGUI' inherits from 'JFrame'.

ClientGUI