

Observable

```
classDiagram
    class Observable
    class ShapeManager
    ShapeManager --|> Observable
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'Observable'. Below it is a box labeled 'ShapeManager'. A blue arrow points from the 'ShapeManager' box up to the 'Observable' box, indicating that 'ShapeManager' inherits from 'Observable'.

ShapeManager