

JPanel



```
graph BT; A[packInterface.AnimacionTexto] --> B[JPanel];
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'JPanel'. Below it is a box labeled 'packInterface.AnimacionTexto'. A blue arrow points from the bottom of the 'packInterface.AnimacionTexto' box up to the bottom of the 'JPanel' box, indicating that 'packInterface.AnimacionTexto' inherits from 'JPanel'.

packInterface.AnimacionTexto