

IGEProgramInputString

```
classDiagram
    class StringInput
    class IGEProgramInputString
    StringInput --|> IGEProgramInputString
```

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

StringInput