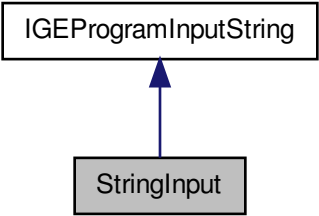


IGEPprogramInputString



```
graph BT; StringInput --> IGEPprogramInputString
```

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

StringInput