

Table



```
classDiagram
    class Table
    class GameUI["com.quillraven.game.ui.GameUI"]
    GameUI --|> Table
```

A UML class diagram illustrating inheritance. At the top is a box labeled "Table". Below it is a box labeled "com.quillraven.game.ui.GameUI". A blue arrow points from the "com.quillraven.game.ui.GameUI" box up to the "Table" box, indicating that "com.quillraven.game.ui.GameUI" inherits from "Table".

com.quillraven.game.ui.GameUI