

EntitySystem



```
classDiagram
    class EntitySystem
    class RenderSystem["com.ychstudio.systems.Render System"]
    RenderSystem --|> EntitySystem
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'com.ychstudio.systems.Render System'. A blue arrow points upwards from this box to a white box at the top labeled 'EntitySystem', indicating that 'Render System' inherits from 'EntitySystem'.

com.ychstudio.systems.Render  
System