

Frame



```
graph BT; ebfgen.mainWindow --> Frame
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled 'ebfgen.mainWindow'. A solid blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box labeled 'Frame' positioned above it. The arrow's head is a solid blue triangle pointing towards the 'Frame' box.

ebfgen.mainWindow