

ActionListener

```
graph BT; Window.Button1Listener --> ActionListener;
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'Window.Button1Listener'. A blue arrow points vertically upwards from this box to a white box labeled 'ActionListener' at the top. The arrow indicates that 'Window.Button1Listener' inherits from 'ActionListener'.

Window.Button1Listener