

***SBase***

```
classDiagram
    class SBase
    class GraphicalObject
    class TextGlyph
    GraphicalObject --|> SBase
    TextGlyph --|> GraphicalObject
    class TextGlyph {
        graphicalObject: SldRef {use="optional"}
        text: string {use="optional"}
        originOfText: SldRef {use="optional"}
    }
```

**GraphicalObject**

**TextGlyph**

graphicalObject: SldRef {use="optional"}  
text: string {use="optional"}  
originOfText: SldRef {use="optional"}