

Pacman::IEventListener



```
classDiagram
    class PacmanIEventListener["Pacman::IEventListener"]
    class PacmanGameScreen["Pacman::GameScreen"]
    PacmanGameScreen --|> PacmanIEventListener
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled "Pacman::IEventListener". Below it is a white box labeled "Pacman::GameScreen". A blue arrow points from the "Pacman::GameScreen" box up to the "Pacman::IEventListener" box, indicating that "Pacman::GameScreen" inherits from "Pacman::IEventListener".

Pacman::GameScreen