

NSOpenGLView

```
classDiagram
    class NSOpenGLView {
    }
    class AppView {
        # animationTimer
    }
    AppView --|> NSOpenGLView
```

The diagram illustrates a class hierarchy. At the top is the 'NSOpenGLView' class, represented by a white rectangle with a black border, divided into three horizontal sections. The top section contains the class name, while the bottom two sections are empty. Below it is the 'AppView' class, represented by a gray rectangle with a black border, also divided into three horizontal sections. The top section contains the class name, the middle section contains the attribute '# animationTimer', and the bottom section is empty. A blue arrow with a hollow triangular head points from the top of the 'AppView' class to the bottom of the 'NSOpenGLView' class, indicating that 'AppView' inherits from 'NSOpenGLView'.

AppView

animationTimer