

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 gray-shaded box with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'AppView' class, represented by a white box with three horizontal compartments. The top compartment contains the class name, the middle compartment contains the instance variable '# animationTimer', and the bottom compartment is empty. A blue arrow with an open triangular head points from the top of the 'AppView' box to the bottom of the 'NSOpenGLView' box, indicating that 'AppView' inherits from 'NSOpenGLView'.

AppView

animationTimer