

ImageProcessor

```
classDiagram
    class ImageProcessor
    class BoardLocator
    BoardLocator --|> ImageProcessor
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "ImageProcessor". Below it is a gray rectangular box with a black border labeled "BoardLocator". A vertical blue line connects the bottom of the "BoardLocator" box to the bottom of the "ImageProcessor" box, ending in a blue triangular arrowhead pointing upwards towards the "ImageProcessor" box.

BoardLocator