

glwindow::EventHandler

```
classDiagram
    class glwindow_EventHandler["glwindow::EventHandler"]
    class glwindow_SceneWindow["glwindow::SceneWindow"]
    glwindow_SceneWindow --|> glwindow_EventHandler
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'glwindow::EventHandler'. The bottom box is gray with a black border and contains the text 'glwindow::SceneWindow'. A blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship where 'glwindow::SceneWindow' inherits from 'glwindow::EventHandler'.

glwindow::SceneWindow