

JFrame



```
graph BT; A[di.uniba.map.b.adventure.impl.Window] --> B[JFrame];
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text 'JFrame'. Below it is a gray rectangular box with a black border containing the text 'di.uniba.map.b.adventure.impl.Window'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that the gray box inherits from the white box.

di.uniba.map.b.adventure.impl.
Window