

ScoreModel::Event

```
classDiagram
    class ScoreModel_Event["ScoreModel::Event"]
    class ScoreModel_Note["ScoreModel::Note"]
    class ScoreModel_Rest["ScoreModel::Rest"]
    ScoreModel_Note --|> ScoreModel_Event
    ScoreModel_Rest --|> ScoreModel_Event
```

A UML class diagram illustrating inheritance. At the top is a box labeled "ScoreModel::Event". Below it are two boxes: "ScoreModel::Note" on the left and "ScoreModel::Rest" on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from the center of this line to the bottom of the "ScoreModel::Event" box. An arrow points from this vertical line up to the "ScoreModel::Event" box, indicating that both "ScoreModel::Note" and "ScoreModel::Rest" inherit from "ScoreModel::Event".

ScoreModel::Note

ScoreModel::Rest