

FI\_Window

```
classDiagram
    class FI_Window
    class UiAddExpenseWindow {
        + UiAddExpenseWindow()
        + ~UiAddExpenseWindow()
    }
    UiAddExpenseWindow --|> FI_Window
```

The diagram illustrates a class hierarchy. At the top is the 'FI\_Window' class, represented by a white box with a black border, divided into three horizontal sections. The top section contains the text 'FI\_Window', while the two sections below are empty. Below this box is a blue arrow pointing upwards, with a hollow blue triangle at its tip. This arrow originates from the 'UiAddExpenseWindow' class box at the bottom. The 'UiAddExpenseWindow' box is shaded gray and also has a black border, divided into three horizontal sections. The top section contains the text 'UiAddExpenseWindow', the middle section is empty, and the bottom section contains two lines of text: '+ UiAddExpenseWindow()' and '+ ~UiAddExpenseWindow()'. The overall layout is vertical, with the base class at the bottom and the derived class at the top.

UiAddExpenseWindow

+ UiAddExpenseWindow()

+ ~UiAddExpenseWindow()