

MouseListener

MouseMotionListener

Game.Inputs.MouseManager

```
graph BT; MM[Game.Inputs.MouseManager] --> ML[MouseListener]; MM --> MML[MouseMotionListener];
```

The diagram illustrates a class hierarchy where `Game.Inputs.MouseManager` is the superclass, and `MouseListener` and `MouseMotionListener` are subclasses. This is represented by arrows pointing from the superclass box to the two subclass boxes.