

Command

```
graph BT; SetLightIntensityCommand --> Command;
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'Command'. Below it is a gray rectangular box labeled 'SetLightIntensityCommand'. A blue arrow points from the top of the 'SetLightIntensityCommand' box to the bottom of the 'Command' box, indicating that 'SetLightIntensityCommand' inherits from 'Command'.

SetLightIntensityCommand