

EventArgs

```
classDiagram
    class EventArgs
    class MelloMarioThemingScoreEventArgs["MelloMario.Theming.ScoreEventArgs"]
    MelloMarioThemingScoreEventArgs --|> EventArgs
```

The diagram illustrates a class hierarchy. At the top is the 'EventArgs' class, represented by a rectangle with three horizontal compartments. The top compartment contains the text 'EventArgs', while the other two are empty. Below it is the 'MelloMario.Theming.ScoreEventArgs' class, represented by a rectangle with three horizontal compartments. The top compartment contains the text 'MelloMario.Theming.ScoreEventArgs', the middle compartment contains '+ Points', and the bottom compartment is empty. A blue line with an open triangle arrowhead points from the top of the 'MelloMario.Theming.ScoreEventArgs' class to the bottom of the 'EventArgs' class, indicating that 'MelloMario.Theming.ScoreEventArgs' inherits from 'EventArgs'.

MelloMario.Theming.Score
EventArgs

+ Points