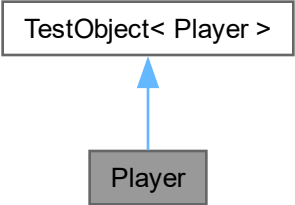


TestObject< Player >



```
graph BT; Player --> TestObject["TestObject< Player >"]
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled "Player". A blue arrow points vertically upwards from the "Player" box to a white rectangular box at the top labeled "TestObject< Player >". The arrow indicates that the "Player" class inherits from the "TestObject< Player >" class.

Player