

System::Windows::Controls
::UserControl

System::Windows::Markup
::IComponentConnector

prjPrograll.Layer.User
_Interface.UserSignature

```
graph LR; A[prjPrograll.Layer.User_Interface.UserSignature] --> B[System::Windows::Controls::UserControl]; A --> C[System::Windows::Markup::IComponentConnector];
```

The diagram illustrates a relationship where a custom interface, `prjPrograll.Layer.User_Interface.UserSignature`, is implemented by or depends on two existing classes: `System::Windows::Controls::UserControl` and `System::Windows::Markup::IComponentConnector`. The custom interface is represented by a grey box, while the base classes are in white boxes. Blue arrows point from the custom interface to each of the base classes.