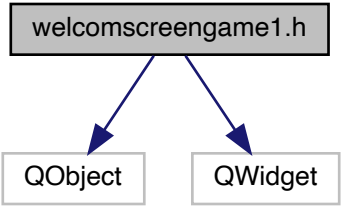


welcomscreengame1.h



```
graph TD; A[welcomscreengame1.h] --> B[QObject]; A --> C[QWidget];
```

QObject

QWidget