

GameObject

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graph BT; MarginContainer --> Control; Control --> GameObject
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The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'Control' class, with an upward-pointing arrow indicating inheritance from 'Control' to 'GameObject'. At the bottom is the 'MarginContainer' class, with an upward-pointing arrow indicating inheritance from 'MarginContainer' to 'Control'.

Control

MarginContainer