

IController

```
classDiagram
    class IController
    class TilesWalkTileTileController["TilesWalk.Tile.TileController"]
    TilesWalkTileTileController --|> IController
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled 'IController'. Below it is a gray rectangular box labeled 'TilesWalk.Tile.TileController'. A blue arrow points from the top of the gray box up to the bottom of the white box, indicating that 'TilesWalk.Tile.TileController' inherits from 'IController'.

TilesWalk.Tile.TileController