

G4VPhysicsConstructor

```
classDiagram
    class G4VPhysicsConstructor {
    }
    class PhysListEmStandard {
        +PhysListEmStandard()
        +~PhysListEmStandard()
        +ConstructParticle()
        +ConstructProcess()
    }
    PhysListEmStandard --|> G4VPhysicsConstructor
```

The diagram illustrates a class hierarchy. At the top is the 'G4VPhysicsConstructor' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the others are empty. Below it is the 'PhysListEmStandard' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, the middle one is shaded gray and empty, and the bottom one is shaded gray and contains a list of four public methods: '+ PhysListEmStandard()', '+ ~PhysListEmStandard()', '+ ConstructParticle()', and '+ ConstructProcess()'. A blue arrow with an open triangular head points from the top of the 'PhysListEmStandard' class to the bottom of the 'G4VPhysicsConstructor' class, indicating that 'PhysListEmStandard' inherits from 'G4VPhysicsConstructor'.

PhysListEmStandard

+ PhysListEmStandard()  
+ ~PhysListEmStandard()  
+ ConstructParticle()  
+ ConstructProcess()