

Widget

EventDispatcher

game_board.GameBoard

```
graph BT; GB[game_board.GameBoard] --> W[Widget]; GB --> ED[EventDispatcher];
```

The diagram illustrates a class hierarchy where `game_board.GameBoard` inherits from both `Widget` and `EventDispatcher`. A horizontal line connects the two parent classes, with a vertical line extending downwards from its center to the child class box. Two arrows point from the child box to the parent boxes, indicating the inheritance relationship.