

PhysicalObject

```
graph BT; SimpleRobot --> Robot; Robot --> PhysicalObject;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'PhysicalObject' class. Below it is the 'Robot' class, which inherits from 'PhysicalObject' as indicated by an upward-pointing arrow. At the bottom is the 'SimpleRobot' class, which inherits from 'Robot' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

Robot

SimpleRobot