

src.world.BaseObject

```
classDiagram
    class BaseObject["src.world.BaseObject"]
    class ClientObject["src.world.ClientObject"]
    class ServerObject["src.world.ServerObject"]
    BaseObject <|-- ClientObject
    BaseObject <|-- ServerObject
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'src.world.BaseObject'. Below it are two boxes: 'src.world.ClientObject' on the left and 'src.world.ServerObject' on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the 'src.world.BaseObject' box. An arrow points from this vertical line up to the 'src.world.BaseObject' box, indicating that both 'src.world.ClientObject' and 'src.world.ServerObject' inherit from 'src.world.BaseObject'.

src.world.ClientObject

src.world.ServerObject