

CartWheel::ExtendedAction

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graph BT; TurnAction[CartWheel::TurnAction] --> ExtendedAction[CartWheel::ExtendedAction]; WalkTurnAction[CartWheel::WalkTurnAction] --> WalkAction[CartWheel::WalkAction]; WalkAction --> ExtendedAction; WrapperAction[CartWheel::WrapperAction] --> ExtendedAction;
```

The diagram illustrates a class hierarchy for actions. At the top is the base class, `CartWheel::ExtendedAction`, which is highlighted with a gray background. Below it are three subclasses: `CartWheel::TurnAction`, `CartWheel::WalkAction`, and `CartWheel::WrapperAction`. Arrows point from each of these three subclasses up to the `ExtendedAction` box. Below `WalkAction` is another subclass, `CartWheel::WalkTurnAction`, with an arrow pointing up to `WalkAction`.

CartWheel::TurnAction

CartWheel::WalkAction

CartWheel::WrapperAction

CartWheel::WalkTurnAction