

ButtonClass

```
classDiagram
    class ButtonClass {
    }
    class HomoGebra_WindowButton["HomoGebra::WindowButton"] {
        - name_
        + WindowButton()
        + Draw()
    }
    ButtonClass <|-- HomoGebra_WindowButton
```

The diagram illustrates a class hierarchy. At the top is the 'ButtonClass' box, which is divided into three horizontal sections. Below it is the 'HomoGebra::WindowButton' box, which is shaded gray and also divided into three horizontal sections. A blue arrow with an open triangular head points from the top section of the 'HomoGebra::WindowButton' box to the bottom section of the 'ButtonClass' box, indicating that 'HomoGebra::WindowButton' inherits from 'ButtonClass'.

HomoGebra::WindowButton  
< ButtonClass >

- name\_

+ WindowButton()

+ Draw()