

Piece

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graph BT; Critter --> Creep; Creep --> MovablePiece; MovablePiece --> Piece;
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The diagram illustrates a class hierarchy with four levels. At the bottom is the 'Critter' class, which inherits from 'Creep'. 'Creep' inherits from 'MovablePiece', which in turn inherits from the top-level 'Piece' class. Each class is represented by a rectangular box with a thick black border, and the relationships are indicated by upward-pointing arrows.

MovablePiece

Creep

Critter