

# ActionListener

```
classDiagram
    class ActionListener
    class gui_GUI["gui.GUI"]
    gui_GUI --> ActionListener
```

A UML class diagram illustrating inheritance. At the top is a rectangular box labeled "ActionListener". Below it is another rectangular box labeled "gui.GUI". A vertical arrow points from the bottom of the "gui.GUI" box up to the bottom of the "ActionListener" box, indicating that "gui.GUI" inherits from "ActionListener".

## gui.GUI