

cScreen

```
classDiagram
    cScreen <|-- ScreenEnd
    cScreen <|-- ScreenInGame
    cScreen <|-- ScreenMenu
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'cScreen'. Below it are three boxes: 'ScreenEnd' on the left, 'ScreenInGame' in the center, and 'ScreenMenu' on the right. A horizontal line connects the three bottom boxes, with a vertical line extending upwards from the center of this line to the bottom of the 'cScreen' box, ending in an arrowhead. This indicates that 'ScreenEnd', 'ScreenInGame', and 'ScreenMenu' all inherit from 'cScreen'.

ScreenEnd

ScreenInGame

ScreenMenu