

TypeConverter

```
classDiagram
    class TypeConverter {
    }
    class HotkeyLibWindowsHotkeyConverter {
        + ConvertTo()
        + CanConvertFrom()
        + ConvertFrom()
    }
    TypeConverter <|-- HotkeyLibWindowsHotkeyConverter
```

The diagram illustrates a class hierarchy. At the top is the 'TypeConverter' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'HotkeyLib.WindowsHotkeyConverter' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment is shaded gray and empty. The bottom compartment is shaded gray and contains three methods: '+ ConvertTo()', '+ CanConvertFrom()', and '+ ConvertFrom()'. A blue arrow with an open triangular head points from the top of the 'HotkeyLib.WindowsHotkeyConverter' class to the bottom of the 'TypeConverter' class, indicating inheritance.

HotkeyLib.WindowsHotkeyConverter

+ ConvertTo()  
+ CanConvertFrom()  
+ ConvertFrom()