

ICommand



```
graph BT; RotateMotorCmd --> ICommand
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled 'RotateMotorCmd'. A vertical blue line with an arrowhead at the top points from the center of this box to the bottom center of a white rectangular box labeled 'ICommand' positioned above it. The boxes have black borders.

RotateMotorCmd