

brickBreaker.PRPanel

```
classDiagram
    class PRPanel["brickBreaker.PRPanel"]
    class GamePanel["brickBreaker.GamePanel"]
    class IdlePanel["brickBreaker.IdlePanel"]
    class LevelEditor["brickBreaker.LevelEditor"]
    PRPanel <|-- GamePanel
    PRPanel <|-- IdlePanel
    PRPanel <|-- LevelEditor
```

The diagram illustrates a class hierarchy. At the top is the 'brickBreaker.PRPanel' class. Below it are three subclasses: 'brickBreaker.GamePanel', 'brickBreaker.IdlePanel', and 'brickBreaker.LevelEditor'. A horizontal line connects the three subclasses, with vertical lines extending upwards from each to a central point, from which an arrow points up to the 'PRPanel' class, indicating inheritance.

brickBreaker.GamePanel

brickBreaker.IdlePanel

brickBreaker.LevelEditor