

Command



```
classDiagram
    RotateCommand --|> Command
```

A UML class diagram illustrating inheritance. At the top is a white box labeled 'Command'. Below it is a gray box labeled 'RotateCommand'. A blue arrow points from the 'RotateCommand' box up to the 'Command' box, indicating that 'RotateCommand' inherits from 'Command'.

RotateCommand