

ActionListener



```
classDiagram
    class ActionListener
    class View_ChooseGamepad_ActionListener["View.ChooseGamepad\n_ActionListener"]
    View_ChooseGamepad_ActionListener --|> ActionListener
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'ActionListener'. Below it is a gray box labeled 'View.ChooseGamepad \_ActionListener'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that the gray box inherits from the white box.

View.ChooseGamepad  
\_ActionListener