

IModuleInterface

```
classDiagram
    class IModuleInterface {
    }
    class FPyranoEditorModule {
        + virtual void StartupModule() override
        + virtual void ShutdownModule() override
        - void RegisterMenus()
        - void OpenPyranoPlanner()
    }
    IModuleInterface <|-- FPyranoEditorModule
```

The diagram illustrates a class hierarchy. At the top is the 'IModuleInterface' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below this is the 'FPyranoEditorModule' class, represented by a larger rectangle with a grey background. It has a header section containing the class name, followed by a list of methods: two virtual methods with 'override' and two non-virtual methods. A blue arrow with an open triangular head points from the 'FPyranoEditorModule' class up to the 'IModuleInterface' class, indicating that 'FPyranoEditorModule' inherits from 'IModuleInterface'.

FPyranoEditorModule

- + virtual void StartupModule()
() override
- + virtual void ShutdownModule()
() override
- void RegisterMenus()
- void OpenPyranoPlanner()