

Form

```
classDiagram
    class Form
    class SpaceInvadersGameForm["SpaceInvaders.GameForm"]
    SpaceInvadersGameForm --|> Form
```

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

SpaceInvaders.GameForm