

`sfgui::Object`

```
graph BT; Button[sfgui::Button] --> Object[sfgui::Object]; Checkbox[sfgui::Checkbox] --> Object; TextEdit[sfgui::TextEdit] --> Object;
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled `sfgui::Object`. Below it are three white boxes: `sfgui::Button` on the left, `sfgui::Checkbox` in the center, and `sfgui::TextEdit` on the right. Three dark blue arrows point from each of the bottom boxes up to the `sfgui::Object` box, indicating that `sfgui::Object` is the superclass for the other three classes.

`sfgui::Button`

`sfgui::Checkbox`

`sfgui::TextEdit`