

`sfgui::Object`

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

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled `sfgui::Object`. Below it are three white boxes: `Checkbox` on the left, `sfgui::Button` 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 inheritance.

`Checkbox`

`sfgui::Button`

`sfgui::TextEdit`