

Window

INotifyPropertyChanged

GodmistWPF.Dialogs.PotionCraftingDialog

```
classDiagram
    class Window
    class INotifyPropertyChanged
    class GodmistWPF_Dialogs_PotionCraftingDialog {
        GodmistWPF.Dialogs.PotionCraftingDialog
    }
    Window <|-- GodmistWPF_Dialogs_PotionCraftingDialog
    INotifyPropertyChanged <|-- GodmistWPF_Dialogs_PotionCraftingDialog
```