

Window

INotifyPropertyChanged

GodmistWPF.Dialogs.InsertGalduriteDialog

```
classDiagram
    class Window
    class INotifyPropertyChanged
    class GodmistWPF_Dialogs_InsertGalduriteDialog {
        GodmistWPF.Dialogs.InsertGalduriteDialog
    }
    Window <|-- GodmistWPF_Dialogs_InsertGalduriteDialog
    INotifyPropertyChanged <|-- GodmistWPF_Dialogs_InsertGalduriteDialog
```

The diagram illustrates a class hierarchy and interface implementation. At the top, two boxes represent the 'Window' class and the 'INotifyPropertyChanged' interface. Below them, a third box represents the 'GodmistWPF.Dialogs.InsertGalduriteDialog' class. Two vertical arrows point from the bottom box to the top two boxes, indicating that 'GodmistWPF.Dialogs.InsertGalduriteDialog' inherits from 'Window' and implements 'INotifyPropertyChanged'.