

# WindowInterface



```
classDiagram
    class WindowInterface
    class Button
    Button --|> WindowInterface
```

A UML class diagram showing inheritance. A box labeled 'WindowInterface' is at the top, and a box labeled 'Button' is at the bottom. A vertical arrow points from the 'Button' box up to the 'WindowInterface' box, indicating that 'Button' inherits from 'WindowInterface'.

## Button