

**MainWindow**

```
classDiagram
    class MainWindow
    class MainMenu
    class RenderWindow
    class GameMenu
    MainWindow <|-- MainMenu
    MainWindow <|-- RenderWindow
    MainWindow <|-- GameMenu
```

The diagram illustrates a class hierarchy. At the top is the 'MainWindow' class, represented by a yellow rectangle with a red border and two empty internal compartments. Below it are three subclasses: 'MainMenu', 'RenderWindow', and 'GameMenu', each also represented by a yellow rectangle with a red border and two empty internal compartments. Red lines connect 'MainWindow' to each of the three subclasses, with a red diamond symbol at the 'MainWindow' end of each line, indicating a generalization relationship.

**MainMenu**

**RenderWindow**

**GameMenu**