

AboutDialog
 Prompter
 Window
 ApplicationWindow
 TopPane
 DialogTopPane
 DDEAuxWindow
 DDEAuxClient
 DDEAuxServer
 DialogBox
 FileDialog
 FindReplaceDialog
 FontDialog
 MessageBox
 NewSubclassDialog
 MenuWindow
 SubPane
 ControlPane
 Button
 DrawnButton
 Toggle
 CheckBox
 ThreeStateButton
 RadioButton
 EntryField
 TextEdit
 GroupBox
 ListBox
 ComboBox
 ListPane
 MultipleSelectListBox
 ScrollBar
 StaticPane
 StaticBox
 StaticGraphic
 StaticText

(Subpane)
subclasses

GraphPane
 AnimationPane
 GroupPane
 TextPane
 WinHandle
 DeviceContext
 DynamicLinkLibrary
 EnumFontDLL
 FloatCoprocesorDLL
 FloatEmulatorDLL
 GDIDLL
 KernelDLL
 KeyboardDLL
 SignOnDLL
 UserDLL
 WindowHandle
 WinInfo
 WinLogicalObject
 WinLogicalBrush
 WinLogicalPen
 WinStructure
 WinBitmapFileHeader
 WinBitmapInfoHeader
 WinBitmapStruct
 WinDialogInfo
 WinDrawItemStruct
 WinLogBrush
 WinLogFont
 WinLogPen
 WinLong
 WinAddress
 WinMeasureItemStruct
 WinMessage
 WinPaintStructure
 WinPoint
 WinRectangle
 WinWindowClass

Many of the key classes of Smalltalk are discussed in Chapter 14 and a comprehensive listing is found in the *Encyclopedia of Classes*. For details on host operating system specific classes, especially **DynamicDataExchange**, **WinHandle**, **WinInfo** and **WinStructure** and their subclasses, see *Appendix 2: Windows Classes and API Calls*.

Inheritance

A class inherits all of its superclasses' instance variables, class variables, and methods. Inheritance of class variables allows the methods of a class to refer to the class variables defined in its superclasses.

Inheritance of instance variables allows the methods of a class to refer to the instance variables defined in its superclasses, but it also means that superclass instance variables are included in objects which are instances of the class.