

Calculator

```
classDiagram
    class Calculator {
    }
    class CalcStoppingDistance {
        - m_rootObject
        - m_targetTransform
        - m_result
        + OnCalculate()
    }
    CalcStoppingDistance --|> Calculator
```

The diagram illustrates a class hierarchy. At the top is the 'Calculator' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name 'Calculator', while the two bottom sections are empty. Below the 'Calculator' class is the 'CalcStoppingDistance' class, represented by a shaded rectangle divided into four horizontal sections. The top section contains the class name 'CalcStoppingDistance'. The second section contains a list of private attributes: '- m_rootObject', '- m_targetTransform', and '- m_result'. The bottom section contains a public method: '+ OnCalculate()'. A blue arrow with an open triangular head points from the top of the 'CalcStoppingDistance' class to the bottom of the 'Calculator' class, indicating that 'CalcStoppingDistance' inherits from 'Calculator'.

CalcStoppingDistance

- m_rootObject
- m_targetTransform
- m_result

+ OnCalculate()