

Neb::weak\_ptr< renderable >

Neb::Map< Neb::gui::object::object >

renderable\_

objects\_

Neb::gui::layout

```
graph BT; A[Neb::gui::layout] -.->|renderable_| B[Neb::weak_ptr< renderable >]; A -.->|objects_| C[Neb::Map< Neb::gui::object::object >];
```