

exception

```
classDiagram
    class ComSquareRenderer["ComSquare::Renderer"] {
        -_msg
        +InvalidPixelPosition()
        +what()
    }
    class Exception["exception"] {
    }
    ComSquareRenderer --|> Exception
```

The diagram illustrates a class hierarchy. At the bottom is the `ComSquare::Renderer` class, which is shaded gray. It contains a private attribute `- _msg` and two public methods: `+ InvalidPixelPosition()` and `+ what()`. Above it is an `exception` class, represented by a white box with two empty compartments. A blue arrow with an open triangular head points from the `ComSquare::Renderer` class to the `exception` class, indicating that `ComSquare::Renderer` inherits from `exception`.

ComSquare::Renderer
::InvalidPixelPosition

- _msg

+ InvalidPixelPosition()
+ what()