

# RendererInterface

```
classDiagram
    class RendererInterface
    class HelloPT
    HelloPT --|> RendererInterface
```

A UML class diagram showing a relationship between two classes. The top class is 'RendererInterface' and the bottom class is 'HelloPT'. A vertical arrow points from 'HelloPT' up to 'RendererInterface', indicating that 'HelloPT' implements or inherits from 'RendererInterface'.

# HelloPT