

# RendererInterface

```
classDiagram
    class RendererInterface
    class PSFPT
    PSFPT --|> RendererInterface
```

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

## PSFPT