

```
std::enable_shared  
_from_this< gameElement >
```

```
gameElement
```

```
enable_shared_from  
_this< Customer >
```

```
Customer
```

The diagram illustrates the relationship between three components. At the bottom is a box labeled 'Customer'. Two arrows originate from this box: one points diagonally up and to the left to a box labeled 'gameElement', and the other points diagonally up and to the right to a box labeled 'enable_shared_from_this< Customer >'. From the 'gameElement' box, a single arrow points diagonally up and to the left to a box labeled 'std::enable_shared_from_this< gameElement >'.