

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

gameElement

Kitchen

BaseChef

```
graph BT; BaseChef[BaseChef] --> Kitchen[Kitchen]; Kitchen --> gameElement[gameElement]; gameElement --> enable_shared[std::enable_shared_from_this< gameElement >];
```

The diagram illustrates a vertical hierarchy of classes or types. At the base is 'BaseChef', which is shaded gray. An upward-pointing blue arrow connects 'BaseChef' to 'Kitchen'. Another upward-pointing blue arrow connects 'Kitchen' to 'gameElement'. A final upward-pointing blue arrow connects 'gameElement' to the top-most box, which contains the C++ code 'std::enable\_shared\_from\_this< gameElement >'. All boxes are rectangular with black borders.