

engine::renderer::Vertex
Array



```
graph BT; A[engine::platform::opengl::OpenGLVertexArray] --> B[engine::renderer::VertexArray];
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'engine::renderer::Vertex Array'. The bottom box is gray with a black border and contains the text 'engine::platform::opengl ::OpenGLVertexArray'. A blue arrow points vertically from the top of the bottom box to the bottom of the top box, indicating an inheritance or specialization relationship.

engine::platform::opengl
::OpenGLVertexArray