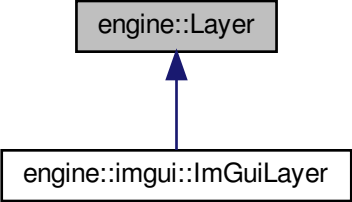


engine::Layer



```
classDiagram
    class engine_layer["engine::Layer"]
    class engine_imgui_layer["engine::ImGuiLayer"]
    engine_imgui_layer --|> engine_layer
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled 'engine::Layer'. Below it is a white box labeled 'engine::ImGuiLayer'. A blue arrow points from the 'engine::ImGuiLayer' box up to the 'engine::Layer' box, indicating that 'engine::ImGuiLayer' inherits from 'engine::Layer'.

engine::ImGuiLayer