

engine::renderer::Graphics  
Context



```
graph BT; A[engine::platform::opengl::OpenGLContext] --> B[engine::renderer::GraphicsContext]
```

The diagram illustrates an inheritance relationship between two C++ classes. At the bottom is a gray-shaded box representing the base class, `engine::platform::opengl::OpenGLContext`. A blue arrow points vertically upwards from this box to a white box at the top, which represents the derived class, `engine::renderer::GraphicsContext`. This visualizes that `OpenGLContext` is the superclass and `GraphicsContext` inherits from it.

engine::platform::opengl  
::OpenGLContext