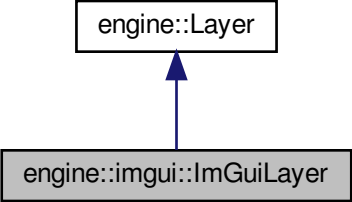


engine::Layer



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

engine::ImGuiLayer