

engine::renderer::Vertex  
Buffer



```
graph BT; A[engine::platform::opengl::OpenGLVertexBuffer] --> B[engine::renderer::VertexBuffer];
```

The diagram consists of two rectangular boxes. The top box is shaded gray and contains the text 'engine::renderer::Vertex Buffer'. The bottom box is white and contains the text 'engine::platform::opengl ::OpenGLVertexBuffer'. 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  
::OpenGLVertexBuffer