

Builder< Texture >

```
classDiagram
    class Builder {
        < Texture >
    }
    class TextureBuilder {
        +WithPath()
        +WithImagLoadSetting()
        +GetInstance()
    }
    Builder <|-- TextureBuilder
```

The diagram illustrates a class hierarchy. At the top is the 'Builder< Texture >' class, represented by a white box with a thin black border. It has three horizontal compartments: the top one contains the text 'Builder< Texture >', and the two below it are empty. Below this box is a blue hollow triangle pointing upwards, indicating inheritance. At the bottom is the 'TextureBuilder' class, represented by a grey box with a thin black border. It also has three horizontal compartments: the top one contains 'TextureBuilder', the middle one is empty, and the bottom one contains a list of three methods, each preceded by a plus sign: '+ WithPath()', '+ WithImagLoadSetting()', and '+ GetInstance()'.

TextureBuilder

+ WithPath()

+ WithImagLoadSetting()

+ GetInstance()