

Builder< Scene >

```
classDiagram
    class Builder {
        <Scene>
    }
    class SceneBuilder {
        +WithModel()
        +WithCamera()
        +GetInstance()
    }
    Builder <|-- SceneBuilder
```

The diagram illustrates a class hierarchy. At the top is the 'Builder< Scene >' class, represented by a white box with a grey border and two empty internal compartments. Below it is the 'SceneBuilder' class, represented by a grey box with a grey border and three compartments. The first compartment of 'SceneBuilder' contains its name. The second compartment is empty. The third compartment lists three public methods: '+ WithModel()', '+ WithCamera()', and '+ GetInstance()'. A blue arrow with a hollow triangular head points from the 'SceneBuilder' class up to the 'Builder< Scene >' class, indicating inheritance.

SceneBuilder

+ WithModel()  
+ WithCamera()  
+ GetInstance()