

Builder< Camera >

```
classDiagram
    class Builder {
        <<abstract>>
    }
    class CameraBuilder {
        +WithUpdate()
        +WithFront()
        +Up()
        +WithPosition()
        +WithMouvementSettings()
        +WithProjectionType()
        +GetInstance()
    }
    Builder <|-- CameraBuilder
```

The diagram illustrates a class hierarchy. At the top is an abstract class named 'Builder< Camera >'. Below it is a concrete class named 'CameraBuilder'. A blue arrow with an open triangle head points from 'CameraBuilder' to 'Builder< Camera >', indicating inheritance. The 'CameraBuilder' class has a list of methods: '+ WithUpdate()', '+ WithFront()', '+ Up()', '+ WithPosition()', '+ WithMouvementSettings()', '+ WithProjectionType()', and '+ GetInstance()'.

CameraBuilder

- + WithUpdate()
- + WithFront()
- + Up()
- + WithPosition()
- + WithMouvementSettings()
- + WithProjectionType()
- + GetInstance()