

PirateGame::TextureHandler



```
classDiagram
    class PirateGameTextureHandler["PirateGame::TextureHandler"]
    class PirateGameHUDTextureHandler["PirateGame::HUDTextureHandler"]
    PirateGameHUDTextureHandler --|> PirateGameTextureHandler
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "PirateGame::TextureHandler". Below it is a gray rectangular box with a black border containing the text "PirateGame::HUDTextureHandler". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "PirateGame::HUDTextureHandler" inherits from "PirateGame::TextureHandler".

PirateGame::HUDTextureHandler