

PirateGame::TextureHandler

```
classDiagram
    class A["PirateGame::Interactable TextureHandler"]
    class B["PirateGame::TextureHandler"]
    A --|> B
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "PirateGame::TextureHandler". The bottom box is gray with a black border and contains the text "PirateGame::Interactable TextureHandler". A blue arrow points from the top of the gray box to the bottom of the white box, indicating an inheritance relationship.

PirateGame::Interactable
TextureHandler