

exception

```
classDiagram
    class exception {
    }
    class Engine_Exception_AssetException {
        -_value
        +AssetException()
        +what()
    }
    Engine_Exception_AssetException --|> exception
```

The diagram illustrates a class hierarchy. At the top is a class named 'exception', represented by a rectangle divided into three horizontal sections. The top section contains the name 'exception', while the two bottom sections are empty. Below this is a class named 'Engine::Exception::AssetException', represented by a rectangle divided into three horizontal sections. The top section contains the class name, the middle section contains the attribute '- _value', and the bottom section contains the methods '+ AssetException()' and '+ what()'. A blue arrow with an open triangular head points from the top of the 'Engine::Exception::AssetException' class to the bottom of the 'exception' class, indicating that 'Engine::Exception::AssetException' inherits from 'exception'.

Engine::Exception::
AssetException

- _value

+ AssetException()
+ what()