

ftxui::Component

```
classDiagram
    class ftxuiComponent["ftxui::Component"]
    class BaseTask {
        +BaseTask()
        +rebuild_data()
        +Render()
        +add_output()
        +add_error()
        +clear_output()
        +is_empty()
    }
    ftxuiComponent <|-- BaseTask
```

The diagram illustrates a class hierarchy. At the top is the 'ftxui::Component' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the class name. Below it is the 'BaseTask' class, represented by a grey box with a black border and three horizontal compartments. The top compartment contains the class name 'BaseTask'. The middle compartment is empty. The bottom compartment contains a list of public methods, each preceded by a '+' sign: 'BaseTask()', 'rebuild_data()', 'Render()', 'add_output()', 'add_error()', 'clear_output()', and 'is_empty()'. A blue arrow with a hollow triangular head points from the 'BaseTask' class to the 'ftxui::Component' class, indicating inheritance.

BaseTask

- + BaseTask()
- + rebuild_data()
- + Render()
- + add_output()
- + add_error()
- + clear_output()
- + is_empty()