

D3DApp

```
classDiagram
    class D3DApp
    class Game {
        +Game()
        +Game()
        +and 6 more...
    }
    Game --|> D3DApp
```

The diagram illustrates a class hierarchy. At the top is the 'D3DApp' class, represented by a rectangle with three horizontal compartments. The top compartment contains the text 'D3DApp', while the two lower compartments are empty. Below 'D3DApp' is the 'Game' class, represented by a rectangle with three horizontal compartments. The top compartment contains the text 'Game'. The middle compartment is empty. The bottom compartment contains the text '+ Game()', '+ Game()', and 'and 6 more...'. A blue arrow with an open triangular head points from the 'Game' class up to the 'D3DApp' class, indicating that 'Game' inherits from 'D3DApp'.

Game

+ Game()  
+ Game()  
and 6 more...