

agui::CursorProvider

```
classDiagram
    class aguiCursorProvider["agui::CursorProvider"]
    class ecOpenGLCursorProvider["ec::OpenGLCursorProvider"]
    ecOpenGLCursorProvider --|> aguiCursorProvider
```

The diagram illustrates a class hierarchy. At the top is the base class 'agui::CursorProvider', represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the other two are empty. Below it is the derived class 'ec::OpenGLCursorProvider', represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment is shaded gray and is empty. The bottom compartment is also shaded gray and contains three public methods: '+ OpenGLCursorProvider()', '+ ~OpenGLCursorProvider()', and '+ setCursor()'. A blue arrow with an open triangular head points from the top of the 'ec::OpenGLCursorProvider' box to the bottom of the 'agui::CursorProvider' box, indicating inheritance.

ec::OpenGLCursorProvider

+ OpenGLCursorProvider()
+ ~OpenGLCursorProvider()
+ setCursor()