

std::invalid_argument

```
classDiagram
    class std_invalid_argument["std::invalid_argument"]
    class Arcade_InvalidLibraryException["Arcade::InvalidLibraryException"]
    std_invalid_argument <|-- Arcade_InvalidLibraryException
```

The diagram shows a class hierarchy. At the top is a box for 'std::invalid_argument' with two empty sections below the name. Below it is a box for 'Arcade::InvalidLibraryException' with three sections. The top section contains the class name. The bottom section contains three methods: '+ InvalidLibraryException()', '+ InvalidLibraryException()', and '+ ~InvalidLibraryException()'. A blue arrow with an open triangle head points from the top of the 'Arcade::InvalidLibraryException' box to the bottom of the 'std::invalid_argument' box, indicating inheritance.

Arcade::InvalidLibraryException

+ InvalidLibraryException()
+ InvalidLibraryException()
+ ~InvalidLibraryException()