

runtime\_error

```
classDiagram
    class runtime_error {
    }
    class "Arcade::Pacman::WrongMapChar" {
    }
    runtime_error <|-- "Arcade::Pacman::WrongMapChar"
```

The diagram shows a class hierarchy. At the top is a class box for 'runtime\_error' with two empty compartments. Below it is a class box for 'Arcade::Pacman::WrongMapChar' with three compartments. The top compartment of the bottom box contains the class name. The bottom compartment contains three methods: '+ WrongMapChar()', '+ WrongMapChar()', and '+ ~WrongMapChar()'. A blue arrow with an open triangle head points from the bottom box to the top box, indicating inheritance.

Arcade::Pacman::WrongMapChar

+ WrongMapChar()  
+ WrongMapChar()  
+ ~WrongMapChar()