

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Display_StartFailed["RayTracer::Display::StartFailed"]
    RayTracer_Display_StartFailed --|> std_exception
```

The diagram shows a class hierarchy. At the top is a box for 'std::exception' with two empty compartments below the name. Below it is a box for 'RayTracer::Display::StartFailed' with three compartments: the top for the class name, the middle for a private attribute '- \_msg', and the bottom for public methods '+ StartFailed()' and '+ what()'. A blue arrow with an open triangular head points from the top of the 'RayTracer::Display::StartFailed' box to the bottom of the 'std::exception' box, indicating inheritance.

RayTracer::Display  
::Display::StartFailed

- \_msg

+ StartFailed()  
+ what()