

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class IDisplayableException["RayTracer::Scenes::IDisplayableException"]
    IDisplayableException --|> std_exception
```

The diagram illustrates an inheritance relationship. At the top is a class box for 'std::exception', which is divided into three horizontal compartments. The top compartment contains the class name, while the middle and bottom compartments are empty. Below this box is a blue arrow pointing upwards, ending in a hollow triangle, which is the standard UML notation for inheritance. The arrow points to a second class box at the bottom. This box is shaded gray and also has three horizontal compartments. The top compartment contains the text 'RayTracer::Scenes::IDisplayable::IDisplayableException'. The middle compartment is empty. The bottom compartment contains two lines of text: '+ ~IDisplayableException()' and '+ what()'. The entire diagram is set against a plain white background.

RayTracer::Scenes::
IDisplayable::IDisplayable
Exception

+ ~IDisplayableException()
+ what()