

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Display_display_module_StartFailed["RayTracer::Display::!DisplayModule::StartFailed"]
    RayTracer_Display_display_module_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::!DisplayModule::StartFailed' with three compartments: the top for the class name, the middle for a private attribute '- _error', and the bottom for public methods '+ StartFailed()' and '+ what()'. A blue arrow with an open triangle head points from the top of the bottom box to the bottom of the top box, indicating inheritance.

RayTracer::Display
::!DisplayModule::StartFailed

- _error

+ StartFailed()
+ what()