

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Scenes_SceneLoader_BadFileError["RayTracer::Scenes::SceneLoader::BadFileError"]
    RayTracer_Scenes_SceneLoader_BadFileError --|> 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 is a class box for 'RayTracer::Scenes::SceneLoader::BadFileError', which is a single solid block divided into three horizontal compartments. The top compartment contains the class name, the middle compartment contains the attribute '- _error', and the bottom compartment contains the methods '+ BadFileError()' and '+ what()'. A blue arrow with an open triangular head points from the bottom of the 'RayTracer::Scenes::SceneLoader::BadFileError' box to the bottom of the 'std::exception' box, indicating that 'BadFileError' inherits from 'std::exception'.

RayTracer::Scenes::
SceneLoader::BadFileError

- _error

+ BadFileError()
+ what()