

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. Below it are two empty compartments. At the bottom is a class box for 'RayTracer::Scenes::IDisplayableException', which is shaded gray and also divided into three horizontal compartments. The top compartment contains the class name. The middle compartment is empty. The bottom compartment contains two public methods: '+ ~IDisplayableException()' and '+ what()'. A blue arrow with an open triangular head points from the bottom of the 'RayTracer::Scenes::IDisplayableException' box to the bottom of the 'std::exception' box, indicating that 'RayTracer::Scenes::IDisplayableException' inherits from 'std::exception'.

RayTracer::Scenes::
IDisplayable::IDisplayable
Exception

+ ~IDisplayableException()
+ what()