

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 for 'RayTracer::Scenes::IDisplayableException'. This box is shaded gray and also has three horizontal compartments. The top compartment contains the class name, the middle compartment is empty, and the bottom compartment contains two public methods: '+ ~IDisplayableException()' and '+ what()'.

RayTracer::Scenes::  
IDisplayable::IDisplayable  
Exception

+ ~IDisplayableException()  
+ what()