

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Display_IDisplayModule_TickFailed["RayTracer::Display::IDisplayModule::TickFailed"]
    RayTracer_Display_IDisplayModule_TickFailed --|> std_exception
```

The diagram illustrates a C++ class hierarchy. At the top is the `std::exception` class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the other two are empty. Below it is the `RayTracer::Display::IDisplayModule::TickFailed` class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, the middle compartment contains a private attribute `- _error`, and the bottom compartment contains two public methods: `+ TickFailed()` and `+ what()`. A blue arrow with an open triangular head points from the top of the `RayTracer::Display::IDisplayModule::TickFailed` class to the bottom of the `std::exception` class, indicating that `RayTracer::Display::IDisplayModule::TickFailed` inherits from `std::exception`.

RayTracer::Display
::IDisplayModule::TickFailed

- _error

+ TickFailed()
+ what()