

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Scenes_ISetting_ITypeException["RayTracer::Scenes::ISetting::ITypeException"]
    RayTracer_Scenes_ISetting_ITypeException --|> std_exception
```

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

RayTracer::Scenes::
ISetting::ITypeException

+ ~ITypeException()
+ what()