

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 sections: the top section contains the class name, and the two bottom sections are empty. Below it is a class box for 'RayTracer::Scenes::SceneLoader::BadFileError', which is divided into three horizontal sections. The top section contains the class name, the middle section contains the attribute '- \_error', and the bottom section 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()