

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 a C++ class hierarchy. At the top is the `std::exception` class, represented by a white box with three horizontal compartments. The top compartment contains the class name, while the others are empty. Below it is the `RayTracer::Scenes::SceneLoader::BadFileError` class, represented by a grey box with three horizontal compartments. The top compartment contains the class name, the middle one contains a private attribute `- _error`, and the bottom one contains two public methods: `+ BadFileError()` and `+ what()`. A blue arrow with an open triangular head points from the `BadFileError` class up to the `std::exception` class, indicating that `BadFileError` inherits from `std::exception`.

RayTracer::Scenes::
SceneLoader::BadFileError

- _error

+ BadFileError()
+ what()