

std::exception

```
classDiagram
    class std_exception["std::exception"]
    class RayTracer_Display_Display_StartFailed["RayTracer::Display::Display::StartFailed"]
    RayTracer_Display_Display_StartFailed --|> std_exception
```

The diagram shows a class hierarchy. At the top is a class box for 'std::exception' with three empty compartments. Below it is a class box for 'RayTracer::Display::Display::StartFailed' with three compartments: the top for the class name, the middle for a private attribute '_msg', and the bottom for public methods 'StartFailed()' and 'what()'. A blue arrow with an open triangular head points from the 'RayTracer::Display::Display::StartFailed' box up to the 'std::exception' box, indicating inheritance.

RayTracer::Display
::Display::StartFailed

- _msg

+ StartFailed()
+ what()