

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 shows a class hierarchy. At the top is a box for 'std::exception' with two empty compartments. Below it is a box for 'RayTracer::Scenes::ISetting::ITypeException' with three compartments. The top compartment contains the class name. The bottom compartment contains two public methods: '+ ~ITypeException()' and '+ what()'. A blue arrow with an open triangle head points from the top of the bottom box to the bottom of the top box, indicating inheritance.

RayTracer::Scenes::  
ISetting::ITypeException

+ ~ITypeException()  
+ what()