

```
std::enable_shared  
_from_this< roadfighter  
::Entity >
```

```
roadfighter::Entity
```

```
roadfighter::PassingCar
```

```
roadfighterSFML::PassingCar
```

```
graph BT; A[roadfighterSFML::PassingCar] --> B[roadfighter::PassingCar]; B --> C[roadfighter::Entity]; C --> D[std::enable_shared_from_this< roadfighter::Entity >];
```