

ph::editor::ghi::GraphicsContext

```
classDiagram
    class GraphicsContext["ph::editor::ghi::GraphicsContext"]
    class NullContext["ph::editor::ghi::NullContext"]
    class OpenglContext["ph::editor::ghi::OpenglContext"]
    GraphicsContext <|-- NullContext
    GraphicsContext <|-- OpenglContext
```

ph::editor::ghi::NullContext

ph::editor::ghi::OpenglContext