

Renderer

Renderer

F64Renderer

```
graph BT; F64Renderer --> Renderer1[Renderer]; F64Renderer --> Renderer2[Renderer];
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'F64Renderer'. Two arrows originate from the top of this box and point upwards to two separate boxes at the top, both labeled 'Renderer'. This indicates that 'F64Renderer' is the base class, and the two 'Renderer' boxes are its subclasses.