

RootSystem::IDisposable

Helper::INativeWrapper

Windows.Kinect.AudioBeam
FrameReader

```
graph BT; A[Windows.Kinect.AudioBeamFrameReader] --> B[RootSystem::IDisposable]; A --> C[Helper::INativeWrapper];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box representing the class `Windows.Kinect.AudioBeamFrameReader`. Two blue arrows point upwards from this box to two white boxes above it. The left white box represents the interface `RootSystem::IDisposable`, and the right white box represents the interface `Helper::INativeWrapper`. This indicates that `Windows.Kinect.AudioBeamFrameReader` implements both interfaces.