

# RenderContext



```
graph BT; Bitmap --> RenderContext
```

A diagram illustrating a relationship between two classes. A box labeled 'RenderContext' is at the top, and a box labeled 'Bitmap' is at the bottom. A vertical arrow points from the 'Bitmap' box up to the 'RenderContext' box, indicating that 'Bitmap' inherits from or is a specialization of 'RenderContext'.

# Bitmap