

# RenderContext

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

A diagram illustrating an inheritance relationship. 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 'RenderContext' inherits from 'Bitmap'.

# Bitmap