

IWBitmap

```
graph BT; A[IWBitmap::Encode] --> B[IWBitmap];
```

The diagram illustrates an implementation relationship. A light gray box at the top is labeled 'IWBitmap'. A dark gray box at the bottom is labeled 'IWBitmap::Encode'. A blue arrow points from the 'IWBitmap::Encode' box up to the 'IWBitmap' box, indicating that the former implements the latter.

IWBitmap::Encode