

Engine::Renderer

```
classDiagram
    class EngineRenderer["Engine::Renderer"]
    class EngineGLRenderer["Engine::GLRenderer"]
    EngineGLRenderer --|> EngineRenderer
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "Engine::Renderer". The bottom box is gray with a black border and contains the text "Engine::GLRenderer". A blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship.

Engine::GLRenderer