

Engine::Renderer

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

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled "Engine::Renderer". Below it is a white box labeled "Engine::GLRenderer". A blue arrow points from the "Engine::GLRenderer" box up to the "Engine::Renderer" box, indicating that "Engine::GLRenderer" inherits from "Engine::Renderer".

Engine::GLRenderer