

venom::common::IPluginObject

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graph BT; VulkanShaderResourceTable[venom::vulkan::VulkanShaderResourceTable] --> ShaderResourceTable[venom::common::ShaderResourceTable]; ShaderResourceTable --> GraphicsPluginObject[venom::common::GraphicsPluginObject]; GraphicsPluginObject --> PluginObject[venom::common::PluginObject]; PluginObject --> IPluginObject[venom::common::IPluginObject]; style IPluginObject stroke-dasharray: 5 5;
```

The diagram illustrates a vertical inheritance hierarchy. At the base is the `venom::vulkan::VulkanShaderResourceTable` class. It inherits from `venom::common::ShaderResourceTable`, which in turn inherits from `venom::common::GraphicsPluginObject`. This class inherits from `venom::common::PluginObject`, which finally inherits from the abstract base class `venom::common::IPluginObject`. The base class is enclosed in a dashed border, while the others are solid.

venom::common::PluginObject

venom::common::GraphicsPluginObject

venom::common::ShaderResourceTable

venom::vulkan::VulkanShaderResourceTable