

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];
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The diagram illustrates a class hierarchy. At the base is 'venom::vulkan::VulkanShaderResourceTable'. 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' at the top. 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