

box\_coder::BoxCoder

```
classDiagram
    class MockBoxCoder {
        +code_size()
        #_encode()
        #_decode()
    }
    class BoxCoder {
    }
    MockBoxCoder --|> BoxCoder
```

The diagram illustrates a class hierarchy. At the top is the 'box\_coder::BoxCoder' class, represented by a white box with three empty compartments. Below it is the 'detection\_utils.utils.test\_utils.MockBoxCoder' class, represented by a grey box with three compartments. The top compartment of the grey box contains the class name. The bottom compartment contains three methods: '+ code\_size()', '# \_encode()', and '# \_decode()'. A blue arrow with an open triangle head points from the top of the grey box to the bottom of the white box, indicating that MockBoxCoder inherits from BoxCoder.

detection\_utils.utils.test  
\_utils.MockBoxCoder

+ code\_size()

# \_encode()

# \_decode()