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Element

- myElementName : std::string
- myAttributes : std::unordered_map<std::string, std::string>
- myChildElements : std::vector<Element>
- myComments : std::vector<Element>
- + getName() : std::string
- + getAttribute(): std::string
- + getChildElements(): std::vector<Element>
- + getAttributes(): std::unordered_map<std::string, std::string>
- + getComments(): std::vector<Element>
- + setName(const std::string) : void
- + addAttribute(const std::string, const std::string): void
- + addChildElement(const Element) : void
- + addComment(const Element) : void
- + hasComments(): bool

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SceneReader

- assertElement(bool, const std::string, const std::string) : void
- + readScene(const Element) : Scene

SceneWriter

+ writeScene(Scene) : std::shared_ptr<Element>

XmlReader

- loadXml(tinyxml2::XMLNode*) : Element
- + loadXml(std::istream) : std::shared_ptr<Element>

XmlWriter

- $write Xml(std::shared_ptr < Element>, tinyxml2::XMLDocument, tinyxml2::XMLNode^*): void\\$
- + writeXml(std::shared_ptr<Element>, std::ostream) : void