

```
hardware_interface  
::HardwareResourceManager  
< FrankaCartesianPoseHandle,  
hardware_interface::ClaimResources >
```

The diagram shows a class hierarchy. At the top is a white box representing the 'hardware\_interface' class, which is an abstract base class. It contains the text: 'hardware\_interface', '::HardwareResourceManager', and '< FrankaCartesianPoseHandle, hardware\_interface::ClaimResources >'. Below it is a grey box representing the 'franka\_hw::FrankaPoseCartesian Interface' class. A blue arrow with an open triangle head points from the grey box up to the white box, indicating that the grey box inherits from the white box. Both boxes are divided into three horizontal sections.

```
franka_hw::FrankaPoseCartesian  
Interface
```