

hardware\_interface  
::HardwareResourceManager  
< FrankaModelHandle >

```
classDiagram
    class hardware_interface {
        <<abstract>>
        +HardwareResourceManager< FrankaModelHandle >
    }
    class franka_hw {
        +FrankaModelInterface
    }
    hardware_interface <|-- franka_hw
```

The diagram illustrates a class hierarchy. At the top is the 'hardware\_interface' class, which is an abstract class (indicated by a hollow triangle) and contains a 'HardwareResourceManager' template parameterized by 'FrankaModelHandle'. Below it is the 'franka\_hw::FrankaModelInterface' class, which inherits from 'hardware\_interface' (indicated by a solid line with a hollow triangle arrow pointing to the parent class). The 'franka\_hw::FrankaModelInterface' class is shaded gray and has two empty slots below its name.

franka\_hw::FrankaModelInterface