

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

```
classDiagram
    class hardware_interface {
        <<abstract>>
        +HardwareResourceManager< FrankaCartesianVelocityHandle, hardware_interface::ClaimResources >
    }
    class franka_hw {
        +FrankaVelocityCartesianInterface
    }
    hardware_interface <|-- franka_hw
```

franka_hw::FrankaVelocity
CartesianInterface