

testing::Test



```
classDiagram
    class testingTest["testing::Test"]
    class GUITest {
        # GUI * gui
        # bool gui_initialization_successful
        # void SetUp() override
        # void TearDown() override
    }
    testingTest --|> GUITest
```

The diagram illustrates a class hierarchy. At the top is the 'testing::Test' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'GUITest' class, represented by a grey box with a black border. A blue arrow with an open triangular head points from the 'GUITest' class up to the 'testing::Test' class, indicating that 'GUITest' inherits from 'testing::Test'. The 'GUITest' class contains four lines of code: a pointer to a GUI object, a boolean flag for initialization success, and two virtual methods 'SetUp()' and 'TearDown()' that are overridden.

GUITest

GUI * gui

bool gui_initialization
_successful

void SetUp() override

void TearDown() override