

testing::Test



```
classDiagram
    class testingTest["testing::Test"]
    class GUITest {
        # std::shared_ptr< GUI > gui
        # std::shared_ptr< SDFormat Parser > sdformatParser
        # bool gui_initialization_successful
        # void SetUp() override
    }
    GUITest --|> testingTest
```

The diagram illustrates a C++ class hierarchy. At the top is the 'testing::Test' class, represented by a box with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'GUITest' class, represented by a box with four horizontal compartments. The top compartment contains the class name, and the three lower compartments contain C++ code snippets. A blue arrow with an open triangular head points from the 'GUITest' class box up to the 'testing::Test' class box, indicating that 'GUITest' inherits from 'testing::Test'.

GUITest

```
# std::shared_ptr< GUI  
    > gui
```

```
# std::shared_ptr< SDFormat  
    Parser > sdformatParser
```

```
# bool gui_initialization  
    _successful
```

```
# void SetUp() override
```