

CppUnit::TestFixture

```
classDiagram
    class CppUnitTestFixture["CppUnit::TestFixture"]
    class TextureManagerTest
    TextureManagerTest --|> CppUnitTestFixture
```

The diagram illustrates a class hierarchy. At the top is the 'CppUnit::TestFixture' class, represented by a white box with a thin border. It has two empty rectangular compartments below its name. Below it is the 'TextureManagerTest' class, represented by a gray box with a thick border. It also has two compartments: the top one contains the class name, and the bottom one contains two public methods: '+ testLoadTexture()' and '+ testUnloadTexture()'. A blue arrow with an open triangular head points from the 'TextureManagerTest' class up to the 'CppUnit::TestFixture' class, indicating that 'TextureManagerTest' inherits from 'CppUnit::TestFixture'.

TextureManagerTest

+ testLoadTexture()
+ testUnloadTexture()