

exception

```
classDiagram
    class exception {
    }
    class GameException {
        +GameException()
        +what()
    }
    exception <|-- GameException
```

The diagram illustrates a class hierarchy. At the top is a class named 'exception', represented by a rectangle divided into three horizontal sections. The top section contains the name 'exception', while the two sections below are empty. Below the 'exception' class is a class named 'GameException', represented by a rectangle divided into three horizontal sections. The top section contains the name 'GameException', the middle section is empty, and the bottom section contains two public methods: '+ GameException()' and '+ what()'. A red arrow with an open triangular head points from the top of the 'GameException' class to the bottom of the 'exception' class, indicating that 'GameException' inherits from 'exception'.

GameException

+ GameException()
+ what()