

runtime_error

```
classDiagram
    class ABaseUI_UIException["ABaseUI::UIException"] {
        +UIException()
        +UIException()
    }
    class runtime_error
    ABaseUI_UIException --|> runtime_error
```

The diagram illustrates a class hierarchy. At the bottom is the base class, ABaseUI::UIException, which is shaded gray and contains two public methods, both labeled + UIException(). Above it is the derived class, runtime_error, which is white and has two empty compartments. A blue arrow with an open triangular head points from the base class to the derived class, indicating inheritance.

ABaseUI::UIException

+ UIException()

+ UIException()