

ObjectRef

```
classDiagram
    class ObjectRef {
    }
    class tvmlTypedEnvFunc["tvml::TypedEnvFunc<R(Args...)>"] {
        +TypedEnvFunc()
        +TypedEnvFunc()
        +operator=()
        +operator->()
        +operator()()
    }
    tvmlTypedEnvFunc --|> ObjectRef
```

The diagram shows a class hierarchy. At the top is a class named 'ObjectRef' with two empty rectangular compartments below its name. Below it is a class named 'tvml::TypedEnvFunc<R(Args...)>'. This class is divided into three horizontal sections: the top section contains the class name, the middle section is empty, and the bottom section contains a list of five methods, each preceded by a '+' sign. A blue arrow with an open triangular head points from the top section of the 'tvml::TypedEnvFunc' class to the bottom edge of the 'ObjectRef' class, indicating that 'tvml::TypedEnvFunc' inherits from 'ObjectRef'.

tvml::TypedEnvFunc<  
R(Args...)>

- + TypedEnvFunc()
- + TypedEnvFunc()
- + operator=()
- + operator->()
- + operator()()