

Builder< Scene >

```
classDiagram
    class Builder {
        <Scene>
    }
    class SceneBuilder {
        +WithModel()
        +WithProgramShader()
        +GetInstance()
    }
    Builder <|-- SceneBuilder
```

The diagram illustrates a class hierarchy. At the top is the 'Builder< Scene >' class, represented by a white box with a thin black border, divided into three horizontal sections. The top section contains the text 'Builder< Scene >', while the two lower sections are empty. Below this is the 'SceneBuilder' class, represented by a grey box with a thin black border, also divided into three horizontal sections. The top section contains 'SceneBuilder', the middle section is empty, and the bottom section contains three method signatures: '+ WithModel()', '+ WithProgramShader()', and '+ GetInstance()'. A blue arrow with an open triangular head points from the top of the 'SceneBuilder' box to the bottom of the 'Builder< Scene >' box, indicating inheritance.

SceneBuilder

+ WithModel()  
+ WithProgramShader()  
+ GetInstance()