

BARE2D::BasicRenderer
::init

BARE2D::FBORenderer
::init

BARE2D::ShaderProgram
::compileShaders

```
graph LR; A[BARE2D::BasicRenderer::init] --> C[BARE2D::ShaderProgram::compileShaders]; B[BARE2D::FBORenderer::init] --> C;
```

The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left represent initialization functions: 'BARE2D::BasicRenderer::init' (top) and 'BARE2D::FBORenderer::init' (bottom). Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box on the right, which represents 'BARE2D::ShaderProgram::compileShaders'. This indicates that both rendering classes call the shader compilation function during their initialization process.