

pair< string, string >

```
classDiagram
    class pair_string_string["pair< string, string >"]
    class ShaderDefine["trimesh::GLManager::ShaderDefine"]
    ShaderDefine --|> pair_string_string
```

The diagram shows a class hierarchy. The base class, 'pair< string, string >', is represented by a white box with a black border and is divided into three horizontal sections. The top section contains the text 'pair< string, string >', while the middle and bottom sections are empty. The derived class, 'trimesh::GLManager::ShaderDefine', is represented by a gray box with a black border and is also divided into three horizontal sections. The top section contains the text 'trimesh::GLManager::ShaderDefine', the middle section is empty, and the bottom section contains the text '+ ShaderDefine()'. A blue arrow with an open triangular head points from the top of the 'trimesh::GLManager::ShaderDefine' box to the bottom of the 'pair< string, string >' box, indicating an inheritance relationship.

trimesh::GLManager
::ShaderDefine

+ ShaderDefine()