

pair< string, string >

```
classDiagram
    class ShaderDefine {
        + ShaderDefine()
    }
    class pair_string_string {
        pair< string, string >
    }
    ShaderDefine --|> pair_string_string
```

The diagram shows a class hierarchy. The base class, `trimesh::GLManager::ShaderDefine`, is shaded gray and contains a constructor `+ ShaderDefine()`. The derived class, `pair< string, string >`, is white and has two empty slots below its name. A blue arrow points from the base class to the derived class, indicating inheritance.

trimesh::GLManager  
::ShaderDefine

+ ShaderDefine()