

ResourceManager::GetTexture

```
graph LR; A[ResourceManager::GetTexture] --> B[ResourceManager::GetResource]; B --> C[ResourceManager::LoadResource];
```

The diagram illustrates a three-step process flow for a ResourceManager. It begins with the 'GetTexture' method, which is highlighted with a gray background. An arrow points from this method to the 'GetResource' method, which has a white background. A second arrow points from 'GetResource' to the 'LoadResource' method, also with a white background. All three methods are contained within rectangular boxes with black borders, arranged horizontally from left to right.

ResourceManager::GetResource

ResourceManager::LoadResource