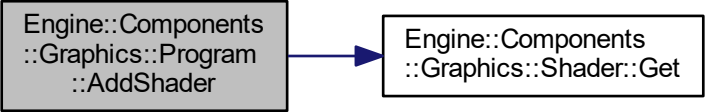


Engine::Components
::Graphics::Program
::AddShader



```
graph LR; A["Engine::Components<br>::Graphics::Program<br>::AddShader"] --> B["Engine::Components<br>::Graphics::Shader::Get"]
```

Engine::Components
::Graphics::Shader::Get