

MainWindow::changeshader



```
graph LR; A[MainWindow::changeshader] --> B[MyOpenGLWidget::useShader]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'MainWindow::changeshader'. The right box is white with a black border and contains the text 'MyOpenGLWidget::useShader'. A dark blue arrow points from the right side of the left box to the left side of the right box.

MyOpenGLWidget::useShader