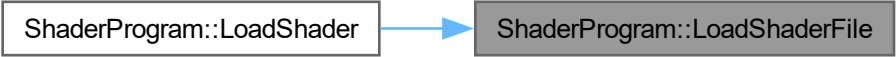


ShaderProgram::LoadShader



```
graph LR; A[ShaderProgram::LoadShader] --> B[ShaderProgram::LoadShaderFile];
```

A diagram showing a horizontal flow from left to right. On the left is a white rectangular box with a dark border containing the text 'ShaderProgram::LoadShader'. A blue arrow points from the right side of this box to the left side of a gray rectangular box with a dark border on the right, which contains the text 'ShaderProgram::LoadShaderFile'.

ShaderProgram::LoadShaderFile