// MinTuts/Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
  SubShader {
    Pass {
      CGPROGRAM

        #pragma vertex   vert
        #pragma fragment frag

        #include "UnityCG.cginc"

        struct v2f {
          float4 pos  : SV_POSITION;
          float3 wpos : POSITION1;
        };

        v2f vert(float4 vertex : POSITION) {
          v2f o;

          o.pos  = UnityObjectToClipPos(vertex);
          o.wpos = mul(unity_ObjectToWorld, vertex);

          return o;
        }

        float4 frag(v2f i) : COLOR {
          float  p = i.wpos.y * 0.015;
          float3 y = float3(p, p, p);

          return float4(y, 1);
        }

      ENDCG
    }
  }
}
```

These are **pragma-argument**s

pragma-arguments tell the compiler what symbol to look for that satisfies the **pragma-name**

vert and **frag** are the names of the two functions defined in this file

If **vert** and/or **frag** are not defined in this file the compiler will throw an *error*

NOTE: These **#pragma** lines do not say anything about the arguments to the **vert** or **frag** functions (*I'll explain why when I get to* ***semantic****s*)

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        }

      ENDCG
    }
  }
}
```

This is another compilation directive
It instructs the compiler that it's **pragma-name** *must be included* before proceeding
This directive is *functionally identical* to import in **Java**/**Python** and using in **C#**

NOTE: Like the **#pragma** directive, this directive *only applies to code below it*