

xpe::render::cWidgetShader  
::Draw

xpe::render::cTextShader  
::Draw

xpe::render::cCameraManager  
::GetViewProjection

```
graph LR; A[xpe::render::cWidgetShader::Draw] --> C[xpe::render::cCameraManager::GetViewProjection]; B[xpe::render::cTextShader::Draw] --> C;
```

The diagram illustrates a dependency where two different shader classes, `cWidgetShader` and `cTextShader`, both require access to the `GetViewProjection` method of the `cCameraManager` class. This is represented by blue arrows pointing from the `::Draw` methods of the shader classes to the `GetViewProjection` method of the camera manager class.