

xpe::render::cDirectional
ShadowShader::Draw

xpe::render::cPointShadow
Shader::Draw

xpe::render::cSpotShadow
Shader::Draw

xpe::render::cShadowShader
::DrawShadow

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graph LR; A[xpe::render::cDirectionalShadowShader::Draw] --> D[xpe::render::cShadowShader::DrawShadow]; B[xpe::render::cPointShadowShader::Draw] --> D; C[xpe::render::cSpotShadowShader::Draw] --> D;
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The diagram illustrates a design pattern where three different directional shadow shader classes (cDirectionalShadowShader, cPointShadowShader, and cSpotShadowShader) all utilize a common, shared function named DrawShadow within the cShadowShader class. This is represented by three arrows pointing from the individual Draw methods to the shared DrawShadow method.