

Shader::~~Shader

GLBindable::get_id



```
graph LR; A[Shader::~~Shader] --> B[GLBindable::get_id]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Shader::~~Shader'. The right box is white and contains the text 'GLBindable::get_id'. A dark blue arrow points from the right side of the gray box to the left side of the white box.