

main

Scene::run

OpenGL::getProgramID



```
graph LR; main --> Scene::run; Scene::run --> OpenGL::getProgramID;
```

The diagram illustrates a sequence of three function calls in a horizontal flow. The first box, labeled 'main', is white with a black border. A dark blue arrow points from its right side to the second box, labeled 'Scene::run', which is also white with a black border. Another dark blue arrow points from the right side of the 'Scene::run' box to the third box, labeled 'OpenGL::getProgramID'. This third box is shaded light gray with a black border. All boxes are of equal height and are connected by arrows pointing to the right.