

mage::Resource< VertexShader >

mage::VertexShader

mage::BasicVertexShader

mage::SpriteVertexShader

```
classDiagram
    class Resource["mage::Resource< VertexShader >"]
    class VertexShader["mage::VertexShader"]
    class BasicVertexShader["mage::BasicVertexShader"]
    class SpriteVertexShader["mage::SpriteVertexShader"]
    Resource --> VertexShader
    VertexShader <|-- BasicVertexShader
    VertexShader <|-- SpriteVertexShader
```

The diagram illustrates the relationship between four classes in the 'mage' namespace. At the top is 'mage::Resource< VertexShader >', which has an association arrow pointing down to 'mage::VertexShader'. Below 'mage::VertexShader' are two subclasses: 'mage::BasicVertexShader' on the left and 'mage::SpriteVertexShader' on the right. Both 'BasicVertexShader' and 'SpriteVertexShader' have inheritance arrows pointing up to 'VertexShader', indicating that they inherit from it.