

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 a directed association (indicated by an arrow) to 'mage::VertexShader'. Below 'mage::VertexShader' are two subclasses: 'mage::BasicVertexShader' and 'mage::SpriteVertexShader'. Both subclasses have inheritance arrows pointing to 'mage::VertexShader', indicating that they inherit from it.