

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 different shader classes in the 'mage' namespace. At the top is the 'mage::Resource< VertexShader >' class. Below it is the 'mage::VertexShader' class, which inherits from the Resource class, as indicated by a vertical arrow pointing upwards. At the bottom are two subclasses: 'mage::BasicVertexShader' on the left and 'mage::SpriteVertexShader' on the right. Both of these subclasses inherit from 'mage::VertexShader', as shown by a horizontal line with vertical connectors and an upward-pointing arrow.