

FragmentShader::Fragment
Shader

```
graph LR; A[FragmentShader::Fragment Shader] --> B[Shader::compile]; A --> C[split_words];
```

The diagram illustrates a function call from a class method to two external functions. A gray rectangular box on the left contains the text 'FragmentShader::Fragment Shader'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Shader::compile'. The bottom arrow points to another white rectangular box containing 'split_words'.

Shader::compile

split_words