

FragmentShader::Fragment
Shader

VertexShader::VertexShader

Shader::compile

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

The diagram illustrates a relationship between two shader classes and a common compile method. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'FragmentShader::Fragment Shader' and the bottom box contains 'VertexShader::VertexShader'. On the right, there is a gray rectangular box with a black border containing the text 'Shader::compile'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'FragmentShader::Fragment Shader' and 'VertexShader::VertexShader' utilize the 'Shader::compile' method.