

ShaderProgram



```
graph BT; ShaderTextured --> ShaderProgram
```

A diagram illustrating a class hierarchy. At the top is a white rectangular box with a black border containing the text "ShaderProgram". Below it is a gray rectangular box with a black border containing the text "ShaderTextured". A red arrow points vertically from the top center of the "ShaderTextured" box to the bottom center of the "ShaderProgram" box, indicating that "ShaderTextured" inherits from "ShaderProgram".

ShaderTextured