

ShaderProgram



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

The diagram illustrates an inheritance relationship between two classes. At the top is a gray rectangular box labeled 'ShaderProgram'. Below it is a white rectangular box labeled 'ShaderTextured'. A red arrow points vertically from the top of the 'ShaderTextured' box to the bottom of the 'ShaderProgram' box, indicating that 'ShaderTextured' inherits from 'ShaderProgram'.

ShaderTextured