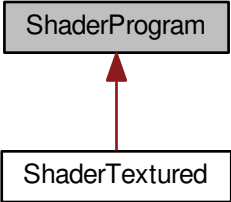


ShaderProgram



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

A diagram illustrating a 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 or is a specialization of "ShaderProgram".

ShaderTextured