

sf::GLSLShader

```
classDiagram
    class sf_GLSLShader["sf::GLSLShader"]
    class sf_MaterialShader["sf::MaterialShader"]
    sf_MaterialShader ..|> sf_GLSLShader : shaders
```

The diagram illustrates a class hierarchy where sf::MaterialShader inherits from sf::GLSLShader. The sf::GLSLShader class is represented by a white box at the top, and the sf::MaterialShader class is represented by a grey box at the bottom. A dashed purple arrow points from the sf::MaterialShader box to the sf::GLSLShader box, with the label 'shaders' positioned to the right of the arrow's shaft.

shaders

sf::MaterialShader