```
Shader
   + ID
   + Shader()
   + Shader()
   + use()
   + setBool()
   + setInt()
   + setFloat()
   + setVec2()
   + setVec2()
   + setVec3()
   + setVec3()
   + setVec4()
   + setVec4()
   + setMat2()
   + setMat3()
   + setMat4()
         +skyShader
     Skybox
+ VAO
+ VBO
+ texture
+ Skybox()
+ Skybox()
+ ~Skybox()
+ GetCubeFaces()
+ GetSkyVerts()
```