

```
{unsigned int  
  ll}
```

+ID

```
{TwoDE::Shader  
  ll+ Shader()  
  + Shader()  
  + use()  
  + setBool()  
  + setInt()  
  + setFloat()  
  + setFloat2()  
  + setFloat3()  
  + setFloat4()  
  + setVector2()  
  + setMatrix4()  
  }
```