

int

GLuint

m_numberAttributes

m_vertexShaderID

m_fragmentShaderID

m_programID

BARE2D::ShaderProgram

```
classDiagram
    class BARE2D_ShaderProgram["BARE2D::ShaderProgram"] {
        m_numberAttributes int
        m_vertexShaderID GLuint
        m_fragmentShaderID GLuint
        m_programID GLuint
    }
```