

int

GLuint

m_numberAttributes

m_vertexShaderID

m_fragmentShaderID

m_programID

BARE2D::ShaderProgram

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