Gear::Shader

+ ~Shader()
+ Bind()
+ Unbind()
+ SetInt()
+ SetFloat()
+ SetFloat3()
+ SetFloat4()
+ SetMat4()
+ GetName()
+ Create()
+ Create()

Gear::OpenGLShader

- m_RendererID
- m_Name

+ OpenGLShader()
+ OpenGLShader()
+ ~OpenGLShader()
+ Bind()
+ Unbind()
+ SetInt()
+ SetFloat()
+ SetFloat3()
+ SetFloat4()
+ SetMat4()
░░░░ 8░ ░...
- ReadFile()
- PreProcess()
- Compile()