```
Gear::VertexBuffer
    + ~VertexBuffer()
    + Bind()
    + Unbind()
    + SetLayout()
    + GetLayout()
    + Create()
Gear::OpenGLVertexBuffer
- m RendererID
- m Layout
+ OpenGLVertexBuffer()
+ ~OpenGLVertexBuffer()
+ Bind()
+ Unbind()
+ GetLayout()
+ SetLayout()
```