```
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()
888 88...
- ReadFile()
PreProcess()
Compile()
```