

## Shader

- + Shader(const std::string &name, const std::string &vertexSrc, const std::string &fragmentSrc)
  - + Shader(const std::string &filepath)
  - + Shader(const std::string &content, const std::string &name)
  - + ~Shader()
  - + void Bind() const
  - + void Unbind() const
  - + const std::string &GetName() const
  - + void SetInt(const std::string &name, int value)
  - + void SetIntArray(const std::string &name, int \*values, uint32\_t count)
  - + void SetMat4(const std::string &name, const glm::mat4 &value)
- and 11 more...