

## VertexBuffer

- + VertexBuffer(uint32\_t size)
- + VertexBuffer(float \*vertices, uint32\_t size)
- + ~VertexBuffer()
- + void Bind() const
- + void Unbind() const
- + const BufferLayout & GetLayout() const
- + void SetLayout(const BufferLayout &layout)
- + void SetData(const void \*data, uint32\_t size)