

## ShaderLibrary

- + void Add(const Ref< Shader > &shader)
- + void Add(const std::string &name, const Ref< Shader > &shader)
- + Ref< Shader > Load(const std::string &filepath)
- + Ref< Shader > Load(const std::string &name, const std::string &filepath)
- + Ref< Shader > Get(const std::string &name)
- + bool Exists(const std::string &name) const