

## Framebuffer

- + Framebuffer(const  
    FramebufferSpecification  
    &spec)
- + ~Framebuffer()
- + void Invalidate()
- + void Bind()
- + void Unbind()
- + void Resize(uint32  
    \_t width, uint32\_t height)
- + void ClearAttachment  
    (uint32\_t attachmentIndex,  
    int value)
- + int ReadPixel(uint32  
    \_t attachmentIndex, int  
    x, int y)
- + uint32\_t GetColorAttachment  
    RendererID(uint32\_t index  
    =0) const
- + const FramebufferSpecification  
    & GetSpecification() const