We need a class to help use manage this function, and a render function to draw. Check the source code to see what we done.

As shader, there are 3 steps:

1. Write the shader
2. Bind and unbind the shader
3. Set the uniforms

Unbind something is not necessary, but good for debugging. But unbind something is a waste of performance. Because we will bind everything before we draw the next triangles. A more complicate system may have unbinding and binding in it debug mode, and only binding on the release mode.