bool	char *	GLuint
	compiledcode	e /shader
	Engine::Compone ::Graphics::Shad	
	+ Shader() + Shader()	
	+ ~Shader()	
	+ Compile() + Get()	
	+ SendUniform()	
	+ SendUniform()	
	+ SendUniform() + SendUniform()	
	+ SendUniform()	
	+ SendUniform()	
	+ setData() - Mat4ToString()	