```
RayLib::IAsset
    + IAsset()
    + ~IAsset()
    + IAsset()
    + operator=()
   RayLib::Texture
 texture
 fileName

    ~Texture()

+ Texture()
+ Texture()
+ DrawTexture()
+ DrawTextureEx()
+ DrawTextureRec()
+ DrawBillboard()
+ DrawTextureNPatch()
+ GetTexture()
+ GetFileName()
```