```
RayLib::IAsset
 + IAsset()
 + ~IAsset()
 + IAsset()
 + operator=()
 RayLib::Shader
+ Shader()
+ Shader()
+ Shader()
+ Shader()
                      # shader
+ ~Shader()
+ GetShader()
+ GetLocation()
+ SetValue()
+ SetLoc()
+ Unload()
+ BeginMode()
+ EndMode()
   BasicLight
  type
  position
  target
  color
  typeLoc
  posLoc
  targetLoc
 colorLoc
+ BasicLight()
+ ~BasicLight()
+ BasicLight()
+ operator=()
+ UpdateValues()
+ GetPosition()
```