```
RayLib::IAsset
   + IAsset()
   + ~IAsset()
   + IAsset()
   + operator=()
   RayLib::Shader
  # shader
  + Shader()
  + Shader()
  + Shader()
  + Shader()
  + ~Shader()
  + GetShader()
  + GetLocation()
  + SetValue()
  + SetLoc()
  + Unload()
  + BeginMode()
  + EndMode()
  AmbientShader
+ AmbientShader()
+ ~AmbientShader()
```