```
ec::Shader
+ Shader()
+ ~Shader()
+ bind()
+ unbind()
+ getUniformLocation()
+ getProgram()
+ setUniforms()
+ setBool()
+ setBool()
+ setInt()
+ setInt()
+ setFloat()
+ setFloat()
+ setDouble()
+ setDouble()
+ setVec2()
+ setVec2()
+ setVec3()
+ setVec3()
+ setVec4()
+ setVec4()
+ setMat2()
+ setMat2()
+ setMat3()
+ setMat3()
+ setMat4()
+ setMat4()
* setBool()
* setBool()
* setInt()
* setInt()
* setFloat()
* setFloat()
* setDouble()
* setDouble()
* setVec2()
* setVec2()
* setVec3()
* setVec3()
* setVec4()
setVec4()
setMat2()
* setMat2()
* setMat3()
* setMat3()
* setMat4()
* setMat4()
   ec::ShaderTimed
   + ShaderTimed()
   + ~ShaderTimed()
```

+ update()