VkPipelineLayout for VkGraphicsPipelineCreateInfo & vkCmdBindDescriptorSets()

```
typedef struct VkPushConstantRange {
                              stageFlags;←
    VkShaderStageFlags
                                                                    typedef enum VkShaderStageFlagBits {
    uint32_t
                              offset;
                                                                       VK_SHADER_STAGE_VERTEX_BIT = 0x00000001,
VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT = 0x00000002,
    uint32_t
                              size;
                                                                        VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT = 0x00000004,
} VkPushConstantRange;
                                                                       VK_SHADER_STAGE_GEOMETRY_BIT = 0x00000008,
VK_SHADER_STAGE_FRAGMENT_BIT = 0x00000010,
                                                                        VK_SHADER_STAGE_COMPUTE_BIT = 0x00000020,
   VkPipelineLayoutCreateInfo
                                                                       VK_SHADER_STAGE_ALL_GRAPHICS = 0x0000001F,
    sType = VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO; } vkShaderStageFlagBits;
    pNext = nullptr;
    flags = 0;
    setLayoutCount;
                                                     VkDescriptorSetLayout
    pSetLayouts; ←
    pushConstantRangeCount;
  ▶pPushConstantRanges;
       VkResult vkCreatePipelineLayout(
                                                                        VkDevice
                                                   device,⁴
           VkDevice
          ▶const VkPipelineLayoutCreateInfo* pCreateInfo,
           const VkAllocationCallbacks*
                                                   pAllocator,
           VkPipelineLayout*
                                                   pPipelineLayout → VkPipelineLayout
       );
       void vkDestroyPipelineLayout(
           VkDevice
                                             device,←
                                                                         VkDevice
                                                                        VkPipelineLayout
           VkPipelineLayout
                                             pipelineLayout#
           const VkAllocationCallbacks* pAllocator);
```