ShaderProgram

- m_programID

+ ShaderProgram()
+ ~ShaderProgram()
+ attachShader()
+ bindFragDataLocation()
+ link()
+ use()
+ getProgramID()
+ getAttribLoc()
+ getUniformLoc()

-m_textShader

Text

- m_characters

+ Text()
+ ~Text()
+ renderText()
+ setScreenSize()
+ setColour()
+ setTransform()