```
MNI ··MnShaderPath

    m spVertexShader

  - m spPixelShader

    m splnputLavout

  - m spSamplerState
  + MnShaderPath()
  + ~MnShaderPath()
  + GetVertexShader()
  + GetPixelShader()
  + GetInputLavout()
  + GetSamplerState()
  # SetVertexShader()
  # SetPixelShader()
  # SetInputLayout()
  # SetSamplerState()
  # GetMnVertexShader()
MNL::MnShaderPathInstance
+ MnShaderPathInstance()
+ ~MnShaderPathInstance()
# InitShaders()
# InitInputLayout()
# InitSamplerState()
  MNL::BasicShaderPath
  + BasicShaderPath()
  + ~BasicShaderPath()
  + Init()
```