IShader + Bind() + GetName() + HasAttribute() + HasUniform() + Attribute() + Uniform() + TransmitUniform() + TransmitUniform() + TransmitUniform() + TransmitUniform() + TransmitUniformArray() + TransmitUniform() Shader m name - m uid - m pVertex m pFragment - m attributes m uniforms + Shader() + Shader() + ~Shader() + Load() + Bind() + Setup() + SetupLocations() + GetName() + Attribute() + Uniform() and 8 more...