Component # parent # isCreated + Component() + ~Component() + onCreate() + onDestrov() + update() + draw() + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() ShaderComponent + ShaderComponent()

+ ~ShaderComponent()

checkCompileErrors()

+ onCreate() + onDestroy() + update() + draw() + loadShader() + Use() + SetFloat() + SetInteger() and 7 more... Compile()

- ID