```
Component
   # isCreated
   + Component()
   + ~Component()
   + onCreate()
   + onDestroy()
                         #parent
   + update()
   + draw()
   + Component()
   + ~Component()
   + onCreate()
   + onDestroy()
   + update()
   + draw()
  ShaderComponent
- ID
+ ShaderComponent()
+ ~ShaderComponent()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ loadShader()
+ Use()
+ SetFloat()
+ SetInteger()
and 7 more...
- Compile()
- checkCompileErrors()
```