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

ShaderComponent - ID

+ ShaderComponent()
+ ~ShaderComponent()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ loadShader()

+ SetFloat() + SetInteger() and 7 more... - Compile() - checkCompileErrors()

+ Use()