```
Shader
 + ID
 + Shader()
 + Use()
 + Compile()
 + SetFloat()
 + SetInteger()
 + SetVector2f()
 + SetVector2f()
 + SetVector3f()
 + SetVector3f()
 + SetVector4f()
 + SetVector4f()
 + SetMatrix4()
 - checkCompileErrors()
              -shader
     SpriteRenderer

    quadVAO

    smart sprite list

smart_sprites

    enable sprite sheet

- change sprite
- X
- y
- last time
- nb frames
- x 3
- x_ 4

    animation

- m frame x
- m frame y
+ SpriteRenderer()
+ ~SpriteRenderer()
+ LoadSprite()
+ DrawSprite()
+ DrawSprite()
+ DrawTiles()
+ new_change_frame_x()
+ print sprite list()
+ change_frame()
+ change_frameX()
+ return map()
initRenderData()
initRenderData()
renderData()
renderData()
create line()
```