```
Shader
+ ID
+ Shader()
+ Use()
+ Compile()
+ SetFloat()
+ SetInteger()
+ SetVector2f()
+ SetVector2f()
+ SetVector3f()
+ SetVector3f()
+ SetVector4f()
+ SetVector4f()
+ SetMatrix4()
checkCompileErrors()
            +TextShader
    TextRenderer
  + Characters
  - VAO
  - VBO
  + TextRenderer()
  + ~TextRenderer()
  + Load()
  + RenderText()
```