



+ID

## Shader

```
+ Shader(const char
    *vertexPath, const
    char *fragmentPath)
+ void use() const
+ void del() const
+ void setBool(const
    std::string &name,
    bool value) const
+ void setInt(const std
    ::string &name, int value)
    const
+ void setFloat(const
    std::string &name,
    float value) const
+ void setVec2(const
    std::string &name,
    const glm::vec2 &value)
    const
+ void setVec2(const
    std::string &name,
    float x, float y) const
+ void setVec3(const
    std::string &name,
    const glm::vec3 &value)
    const
+ void setVec3(const
    std::string &name,
    float x, float y, float
    z) const
+ void setVec4(const
    std::string &name,
    const glm::vec4 &value)
    const
+ void setVec4(const
    std::string &name,
    float x, float y, float
    z, float w) const
+ void setMat2(const
    std::string &name,
    const glm::mat2 &mat)
    const
+ void setMat3(const
    std::string &name,
    const glm::mat3 &mat)
    const
+ void setMat4(const
    std::string &name,
    const glm::mat4 &mat)
    const
- void checkCompileErrors
    (unsigned int shader,
    const std::string &type) const
```