```
Arcade::ECS::IComponent
+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0
+ virtual const std::
string & getld() const =0
   Arcade::Graph::IMusic
+ virtual ~IMusic()=default
+ virtual const std::
string & getId() const
override=0
+ virtual const std::
string \& getPath() const = 0
+ virtual void setPath
(const std::string &path)=0
+ virtual bool getLoop
() const = 0
+ virtual void setLoop
(bool loop)=0
+ virtual bool getIsPlaying

 const = 0

+ virtual void setIsPlaying
(bool isPlaying)=0
+ virtual float getVolume
() const =0

    virtual void setVolume

(float volume)=0
```