Arcade::ECS::IComponent

+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0
+ virtual const std::
string & getId() const =0

Arcade::Graph::IText

+ virtual ~IText()=default
+ virtual const std::
string & getId() const
 override=0
+ virtual const std::
string & getFontPath
() const =0
+ virtual const std::
string & getText() const =0
+ virtual void setText
(std::string text)=0
+ virtual const Arcade
::Graph::Color & getBackground
Color() const =0
+ virtual void setBackground
Color(Arcade::Graph::Color
 color)=0
+ virtual const Arcade
::Graph::Color & getForeground
Color() const =0
+ virtual void setForeground
Color(Arcade::Graph::Color
 color)=0
+ virtual float getPoliceSize
() const =0
+ virtual void setPoliceSize
(float size)=0
+ virtual const Arcade
::Vector2f & getPos()
 const =0
+ virtual void setPos
(Arcade::Vector2f pos)=0