Arcade::ECS::IComponent + virtual ~IComponent ()=default + virtual CompType getType const =0 + virtual const std:: string & getld() const = 0Arcade::Graph::IText + virtual ~IText()=default + virtual const std:: string & getId() const override=0 + virtual const std:: string & getFontPath () const =0+ virtual void setFontPath (const std::string &path)=0 + virtual const std:: string & getText() const = 0+ virtual void setText (const 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