Arcade::ECS::IComponent + virtual ~IComponent ()=default + virtual CompType getType const =0 Arcade::Graph::IText + virtual ~IText()=default + 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