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

# Arcade::ECS::ChangeLibComp

- + virtual ~ChangeLibComp ()=default + virtual const std:: string & getId() const override=0
- + virtual const std:: string & getLibPath
- () const =0
- + virtual void setLibPath (const std::string &path)=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

### Arcade::Graph::ISprite

- + virtual ~ISprite()
- =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 const TTYData
- & getTTYData() const = 0
- + virtual void setTTYData
- (const TTYData &ttyData)=0 + virtual const Arcade
- ::Vector3f & getPos()
- const =0
- + virtual void setPos (const Arcade::Vector3f &pos)=0
- + virtual const Arcade
- ::Vector3f & getSize
- () const =0
- + virtual void setSize (const Arcade::Vector3f &size)=0
- + virtual const Color
- & getColor() const =0
- + virtual void setColor (const Color &color)=0
- + virtual const Rect
- & getRect() const =0
- + virtual void setRect (const Rect &rect)=0
- + virtual float getScale
- () const = 0
- + virtual void setScale (float scale)=0

### Arcade::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::
- + virtual const sta::
- 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(const Arcade::Graph
- ::Color &color)=0
- + virtual const Arcade
- ::Graph::Color & getForeground
- Color() const =0
- + virtual void setForeground Color(const 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 (const Arcade::Vector2f
- &pos)=0