```
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::
strina & aetId() 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(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
0=(200)
```