```
Arcade::IRenderComp
  + virtual ~IRenderComp
  ()=default
  + virtual std::size t
   getId() const = 0
        Arcade::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 color
& getBackgroundColor

 const =0

+ virtual void setBackground
Color(color color)=0
+ virtual const color
& getForegroundColor

 const =0

+ virtual void setForeground
Color(color color)=0
+ virtual float getPoliceSize

 const =0

+ virtual void setPoliceSize
(float size) = 0
+ virtual const vector2f
& aetPos() const = 0
+ virtual void setPos
(\text{vector2f pos})=0
```