Arcade::ECS::IComponent

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

Arcade::Graph::IMusic

- + virtual ~IMusic()=default
- + virtual const std:: string & getId() const override=0
- + virtual const std:: string & getPath() const =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 const TTYData
- & getTTYData() const = 0
- + virtual void setTTYData (const TTYData &ttyData)=0
- + virtual const Arcade
- ::Vector3f & getPos()
 const =0
- + virtual void setPos
- (Arcade::Vector3f pos)=0
- + virtual const Arcade ::Vector3f & getSize
- () const =0
- + virtual void setSize
- (Arcade::Vector3f size)=0
- + virtual Color & getColor
- () const =0
- + virtual Rect & getRect
- () const = 0
- + virtual float & getScale
- () const = 0

Arcade::Graph::IText

- + virtual ~IText()=default
- + virtual const std:: string & getId() const
- override=0
- + 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
- 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