```
Arcade::ECS::IComponent

+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0

Arcade::Graph::IMusic

+ virtual ~IMusic()=default
```

+ virtual const std::

+ virtual void setLoop

() const = 0

const =0

() const =0

(bool loop)=0

(bool isPlaying)=0
+ virtual float getVolume

(float volume)=0

string & getPath() const =0 + virtual bool getLoop

+ virtual bool getIsPlaying

+ virtual void setIsPlaying

virtual void setVolume