Arcade::ECS::IComponent

- + virtual ~IComponent ()=default
- + virtual CompType getType
- () const =0
- + virtual const std::
- string & getId() const =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
- & qetRect() 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::
- 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
- $0=(\cos 3)$

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 getIsPlaving
- () const =0
- + virtual void setIsPlaying (bool isPlaying)=0
- + virtual float getVolume
- () const = 0
- + virtual void setVolume (float volume)=0