```
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 const TTYData
& getTTYData() const =0
+ virtual void setTTYData
(const TTYData &ttvData)=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
```