```
Arcade::ECS::IComponent
+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0
+ virtual const std::
string & getld() 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
& qetColor() 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
```