```
WAL::Component
  # entity
   + operator=()
   + ~Component()
   + clone()
   + onStart()
  + onStop()
  # Component()
  # Component()
BBM::TimerComponent
+ disabled
+ callback
+ ringIn
+ clone()
```

+ TimerComponent() + TimerComponent() + TimerComponent() + ~TimerComponent()

+ operator=()