```
WAL::Component
     # entity
      + operator=()
      + ~Component()
      + clone()
      + onStart()
      + onStop()
     # Component()
      # Component()
BBM::ButtonComponent< T >
+ onEvent
+ up
+ down
+ right
+ left
+ clone()
+ ButtonComponent()
+ ButtonComponent()
+ setButtonLinks()
+ ButtonComponent()
+ ~ButtonComponent()
+ operator=()
+ emptyButtonCallback()
```