```
WAL::Scene
  + Entity
    id
   _entities
    newEntities
   _views
    nextID
  + getID()
  + getEntities()
  + addEntity()
  + scheduleNewEntity()
  + view()
  + applyChanges()
  + Scene()
  + Scene()
    ~Scene()
              =()
  + operator:
    componentAdded()
   _componentRemoved()
    entityRemoved()
               +_scene
        WAL::Entity
   _uid
  - _name
   _disabled
   shouldDelete
   _notifyScene
    components
  - Scene

    nextID

  + getUid()
  + getName()
  + setName()
  + isDisable()
  + setDisable()
  + shouldDelete()
  + scheduleDeletion()
  + getComponent()
  + tryGetComponent()
  + getComponent()
  and 13 more..
  _componentAdded()
   _componentRemoved()
               #_entity
      WAL::Component
      + operator=()
         -Component()
      + clone()
      + onStart()
      + onStop()
      # Component()
# Component()
BBM::Drawable3DComponent
+ drawable
+ Drawable3DComponent()
+ Drawable3DComponent()
+ clone()
+ Drawable3DComponent()
+ ~Drawable3DComponent()
```

+ operator=()