```
WAL::Component
      # entity
      + operator=()
      + ~Component()
      + clone()
      + onStart()
      + onStop()
      # Component()
      # Component()
BBM::BumperTimerComponent
```

+ isReseting + resetRate

+ nextReset

+ clone()

+ BumperTimerComponent() + BumperTimerComponent()

+ ~BumperTimerComponent() + operator=()