## engine::ObjectRef

- + ObjectRef()
- + ObjectRef()
- + getName()
- + setName()
- + addBuildComponent()
- + removeBuildComponent()+ getBuildComponent()
- + getAllBuildComponent()
- + addBuildParameter()
- + removeBuildParameter()
- + getBuildParameter()
- + getAllBuildParameter()
- + parameterBuilder()



- + Object()
- + Object()
- + buildEntity()+ getEntity()