

IEntityComponent

```
classDiagram
    class IEntityComponent
    class SpriteComponent
    class TestComponent
    SpriteComponent --|> IEntityComponent
    TestComponent --|> IEntityComponent
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'IEntityComponent'. Below it, two boxes labeled 'SpriteComponent' and 'TestComponent' are positioned side-by-side. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the 'IEntityComponent' box, ending in an arrowhead. This indicates that both 'SpriteComponent' and 'TestComponent' inherit from 'IEntityComponent'.

SpriteComponent

TestComponent