```
ECS::IComponent
+ ~IComponent()
+ getComponentType()
+ ~IComponent()
+ getComponentType()
    Components
# type
+ Components()
+ ~Components()
+ getComponentType()
+ Components()
+ ~Components()
+ getComponentType()
    CompMonster
 + CompMonster()
 + ~CompMonster()
 + setName()
 + setActionQueue()
 + getActionQueue()
 + getName()
 + CompMonster()
 + ~CompMonster()
 + setName()
 + getName()
```