Component

+ Component()
+ ~Component()
+ Input()
+ Update()
+ Render()
+ GetType()
+ SetGameEntity()
+ GetGameEntity()

TransformComponent

+ mRectangle
+ isCursor
+ TransformComponent()
+ ~TransformComponent()
+ Input()
+ Update()
+ Render()
+ GetType()
+ SetW()
+ SetH()
+ SetWH()
+ SetX()
+ SetY()
+ SetXY()
+ GetX()
+ GetY()
+ GetW()
+ GetH()
+ GetRectangle()