Component + Component() + ~Component() SDL_FRect + Input() + Update() + Render() + GetType() + SetGameEntity() + GetGameEntity() +mRectangle +isCursor **TransformComponent** + TransformComponent() + ~TransformComponent() + Input() + Update() + Render() + GetType() + SetW() + SetH() + SetWH() + SetX() + SetY() + SetXY() + GetX() + GetY() + GetW()

+ GetH()

+ GetRectangle()

bool