## Component # tag # compoName + Component() + ~Component() + Update() + Render() + Start() + Shutdown() + getTag() + setCompRemoved() + getCompoName() + setCompoName()

## ControllerComponent

- + ControllerComponent() + ~ControllerComponent() + Update() + Render()
- + Start()
- + Shutdown() + getTag()
- + addKeyboardControl() + getCompoName()
- + setCompoName()