## Component # taq # compoName + Component() + ~Component() + Update() + Render() + Start() + Shutdown() + getTag() + setCompRemoved() + getCompoName() + setCompoName() RectangleComponent # tag # compoName # gameObjectStatePtr # textContent # textColor # textureText # rect # x\_pos # y\_pos # width # height # red # green # blue # alpha + RectangleComponent() + RectangleComponent() + ~RectangleComponent() + Update() + Render() + Start() + Shutdown()

+ getTag()

+ getCompoName()+ setCompoName()+ setUpRectangle()