## Component # taa # compoName + Component() + ~Component() + Update() + Render() + Start() + Shutdown() + getTag() + setCompRemoved() + getCompoName() + setCompoName() **TextComponent** # tag # compoName # gameObjectStatePtr # textContent # textColor # textureText # rect # currFont + TextComponent() + TextComponent() + ~TextComponent() + Update() + Render()

+ Start() + Shutdown() + getTag()

+ getCompoName()
+ setCompoName()
+ updateTextContent()