

SpriteComponent::SpriteComponent

```
graph LR; A[SpriteComponent::SpriteComponent] --> B[GameObjectState::GetPosX]; A --> C[GameObjectState::GetPosY];
```

The diagram illustrates a dependency or call relationship. On the left, a gray rectangular box contains the text 'SpriteComponent::SpriteComponent'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'GameObjectState::GetPosX'. The bottom arrow points to another white rectangular box containing 'GameObjectState::GetPosY'. All boxes have a thin black border.

GameObjectState::GetPosX

GameObjectState::GetPosY