Observable < T > observers + Observable() + ~Observable() + Bind() + Notify() + UnBind() < Camera > Observable < Camera > observers + Observable() + ~Observable() + Bind() + Notify() + UnBind() Engine::Components ::Camera + Direction + Front + Position + Right + Up + Value + Camera() + ~Camera() + Get() + SetActive() + SetDirection() + SetPosition() + SetUp() + Update() + UpdateVectors()