```
IXML Serializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
  ECS::IComponent
  + IComponent()
  + ~IComponent()
  + IComponent()
  + operator=()
  ObjectComponent
+ model
+ texture
+ position
+ size
+ ObjectComponent()
+ ~ObjectComponent()
+ operator<<()
+ operator<<()
```