```
IXMLSerializable
 + IXMLSerializable()
 + ~IXMLSerializable()
 + IXMLSerializable()
 + operator=()
 + operator<<()
 + operator<<()
   ECS::IComponent
   + IComponent()
   + ~IComponent()
   + IComponent()
   + operator=()
Component::Drawable3D
  model
 texture
 shader
 color
+ Drawable3D()
+ Drawable3D()
+ Drawable3D()
+ Drawable3D()
+ ~Drawable3D()
+ Draw()
+ SetMaterialTexture()
+ SetMaterialShader()
+ SetTexture()
+ SetModel()
and 9 more...
```