```
IXMLSerializable
 + IXMLSerializable()
 + ~IXMLSerializable()
 + IXMLSerializable()
 + operator=()
 + operator<<()
 + operator<<()
   ECS::IComponent
   + IComponent()
   + ~IComponent()
   + IComponent()
   + operator=()
Component::ModelShader
+ ModelShader()
+ ~ModelShader()
+ ModelShader()
+ operator=()
+ Update()
+ operator<<()
+ operator>>()
+ operator<<()
```