

DrawableComponent

```
classDiagram
    class DrawableComponent
    class Sprite
    Sprite --|> DrawableComponent
```

A UML class diagram illustrating inheritance. At the top is a gray rectangular box labeled 'DrawableComponent'. Below it is a white rectangular box labeled 'Sprite'. A blue arrow points from the 'Sprite' box up to the 'DrawableComponent' box, indicating that 'Sprite' inherits from 'DrawableComponent'.

Sprite