

GameEntity::GetTransform

```
graph LR; A[GameEntity::GetTransform] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram illustrates a sequence of operations. It starts with a gray rectangular box on the left containing the text 'GameEntity::GetTransform'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text 'GameEntity::GetComponent'. Above the white box, a curved blue arrow starts from its top edge and points back to its top edge, indicating a self-loop or recursive call.

GameEntity::GetComponent