

GameEntity::Input

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

The diagram illustrates a sequence of operations. It begins with a gray rectangular box labeled "GameEntity::Input". A straight blue arrow points from the right side of this box to the left side of a white rectangular box labeled "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 a recursive call within the "GameEntity::GetComponent" function.

GameEntity::GetComponent