

Component

```
classDiagram
    Component <|-- CameraComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'Component'. Below it is a gray rectangular box labeled 'CameraComponent'. A vertical blue arrow points from the top of the 'CameraComponent' box to the bottom of the 'Component' box, indicating that 'CameraComponent' inherits from 'Component'.

CameraComponent