

Component

Pool.Poolable

com.quillraven.game.core.ecs.component.  
Box2DComponent

```
graph BT; B2D[com.quillraven.game.core.ecs.component.Box2DComponent] --> C[Component]; B2D --> PP[Pool.Poolable];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box representing the base class, `com.quillraven.game.core.ecs.component.Box2DComponent`. Two blue arrows point upwards from this box to two white boxes above it. The left white box is labeled `Component`, and the right white box is labeled `Pool.Poolable`. This indicates that `Box2DComponent` inherits from both `Component` and `Pool.Poolable`.