

Pool.Poolable

Component

com.quillraven.game.core.ecs.component.
RemoveComponent

```
graph BT; A[com.quillraven.game.core.ecs.component.RemoveComponent] --> B[Pool.Poolable]; A --> C[Component];
```

The diagram illustrates a method call from a base class or interface to two subclasses. A gray box at the bottom contains the text 'com.quillraven.game.core.ecs.component.RemoveComponent'. Two blue arrows originate from this box: one points to a white box labeled 'Pool.Poolable' on the left, and the other points to a white box labeled 'Component' on the right. This suggests that the 'RemoveComponent' method is implemented or overridden in both 'Pool.Poolable' and 'Component'.