```
Component
  + Component()
  + ~Component()
  + Update()
  + Input()
  + Render()
  + RenderGui()
  + Reset()
  + GetType()
  + String()
  + SetGameObject()
  + GetGameObject()
  KeyboardController
+ KeyboardController()
+ ~KeyboardController()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ Reset()
+ String()
+ GetType()
+ SetSpeed()
  and 10 more..
```