```
{Component
|# gameObject
|+ Component()
 + ~Component()
 + getGameObject()
 + handleInput()
 + update()
 + renderSprite()
 + onCollisionStart()
 + onCollisionEnd()
        }
```

```
{TimerComponent
|+ isRunning
|+ TimerComponent()
 + initTimer()
 + stopTimer()
 + update()
        }
```