

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



```
{PhysicsComponent
||+ PhysicsComponent()
+ ~PhysicsComponent()
+ initCircle()
+ initBox()
+ addForce()
+ addImpulse()
+ setLinearVelocity()
+ getLinearVelocity()
+ isSensor()
+ setSensor()
and 7 more...
}
```