```
GuiManager
   # internalModules
   # externalModules
   # loaModules
   + ~GuiManager()
   + Broadcast()
   + Broadcast()
   + Register()
            #guiManager
    GuiComponent
# guild
+ ~GuiComponent()
+ Guild()
+ SetGuild()
+ SendData()
+ SendData()
```

+ ReceiveData()

+ AttachToGuiManager()