Component

+ ~Component()
+ RestoreGuiComponent()
+ CreateGuiData()
+ SaveGuiState()

GuiComponent

guiManager_
guiId_

+ ~GuiComponent()
+ GuiId()
+ SetGuiId()
+ SendData()
+ SendData()
+ ReceiveData()
+ AttachToGuiManager()
+ GuiComponent()
+ ~GuiComponent()
+ RestoreGuiComponent()
+ CreateGuiData()
+ SaveGuiState()

ButtonComponent

+ ButtonComponent()
+ ButtonComponent()
+ ~ButtonComponent()
+ SetGuiId()
+ SendData()
+ SendData()
+ ReceiveData()