```
GuiComponent
# guiManager_
# guild
+ ~GuiComponent()
+ Guild()
+ SetGuild()
+ SendData()
+ SendData()
+ ReceiveData()
+ AttachToGuiManager()
   ButtonComponent
+ ButtonComponent()
+ ButtonComponent()
+ ~ButtonComponent()
+ SetGuild()
+ SendData()
+ SendData()
+ ReceiveData()
```