```
v0id::Component
     # owner
     + Component()
     + awake()
     + start()
     + update()
     + lateUpdate()
     + draw()
v0id::component::Transform
+ Transform()
+ setPosition()
+ setPosition()
+ addPosition()
+ addPosition()
+ setX()
+ setY()
+ addX()
+ addY()
+ setScale()
and 8 more...
```