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