```
Component
     # isCreated
     + Component()
     + ~Component()
     + onCreate()
     + onDestrov()
                            #parent
     + update()
     + draw()
     + Component()
     + ~Component()
     + onCreate()
     + onDestroy()
     + update()
     + draw()
   PhysicsComponent
- bodv

    bodyDef

- shape

    fixtureDef

- m physics enable
- edge
- circle
- XO
yo
- xd
- yd
+ PhysicsComponent()
+ ~PhysicsComponent()
+ onCreate()
+ create_kinematic_body()
+ create body()
+ createEdeg()
+ createOneEdeg()
+ onDestroy()
+ update()
+ update body()
and 6 more...
```