```
Component
     # parent
     # isCreated
     + Component()
     + ~Component()
     + onCreate()
     + onDestroy()
     + update()
     + draw()
     + Component()
     + ~Component()
     + onCreate()
     + onDestroy()
     + update()
     + draw()
           Actor

    components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
       Edge_Actor
  - r
  - g
  - edge_collision
  - xo
  - yo
  - xd
  - yd
  + Edge_Actor()
  + ~Edge_Actor()
  + onCreate()
  + onDestroy()
  + update()
  + input()
  + draw()
  + get_edge_collision()
  + set_xo()
+ get_xo()
  and 6 more...
```