Component # isCreated + Component() + ~Component() + onCreate() + onDestroy() #parent + update() + draw() + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() NetworkComponent sockfd test sockfd buffer hello cliaddr test cliaddr len - server_listening + NetworkComponent() + ~NetworkComponent() + onCreate() + onDestroy() + update() + net_update() + draw() + initUDPSocket() + recieve send() + power off socket() - parseJSON()