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

    components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
Actor()
Actor()
- operator=()
operator=()
      Animate Actor
  - animation last time
  - curr frame
  - animation frame
  - max frame

    animation

    texture

  + Animate Actor()
  + ~Animate Actor()
  + onCreate()
  + onDestroy()
  + update()
  + input()
  + draw()
```

+ getAnimation()