```
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=()
             Δ
       Player Actor
    + force x
    + force

    counter

    - jump_flag
- floor_flag
- run_flag
    - gun_equipped
    player_collision
    + Player_Actor()
+ ~Player_Actor()
    + onCreate()
    + onDestroy()
    + update()
    + input()
    + draw()
    + jump()
    + moveLeft()
    + moveRight()
    and 12 more...
```