Component

isCreated

+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()

#parent

Actor

- components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
- Actor()
- Actor()
- operator=()
- operator=()

Edge_Actor

- r
- g
- b
- 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...