```
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()
      Animate Actor

    animation last time

    curr frame

    animation frame

  max_frame

    animation

    texture

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