```
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()

    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()
```