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

    smart sprite

    VBO

- VAO

    quadVAO

    texture

+ RenderComponent()
+ ~RenderComponent()
+ onDestroy()
+ update()
+ draw()
+ initLineRenderData()
+ onCreate()
+ initRenderData()
+ renderData()
+ LoadTexture()
and 9 more...
```