```
LouiEriksson::Engine
::ECS::Component
```

- + virtual std::type index TypeID() const noexcept=0 + virtual const std:: weak ptr< GameObject > & Parent() const noexcept # Component(const std ::weak ptr< GameObject > & parent) noexcept
- # virtual ~Component()

LouiEriksson::Engine ::Graphics::Light

- + Light(const std::weak ptr< ECS::GameObject
 - > & parent)
- + ~Light() override + std::type index TypeID
- () const noexcept override
- + void Type(const Light ::Parameters::Type & type)
- + const Parameters::Type & Type() const noexcept