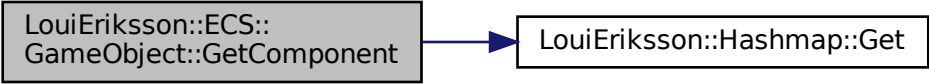


LouiEriksson::ECS::  
GameObject::GetComponent



```
graph LR; A[LouiEriksson::ECS::GameObject::GetComponent] --> B[LouiEriksson::Hashmap::Get]
```

A diagram showing a call from the `GameObject::GetComponent` method to the `Hashmap::Get` method. The source method is in a grey box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

LouiEriksson::Hashmap::Get