

LouiEriksson::ECS::
GameObject::AddComponent

LouiEriksson::Graphics
::Shader::AttributeID

LouiEriksson::ECS::
GameObject::GetComponent

LouiEriksson::ECS::
GameObject::GetComponents

LouiEriksson::ECS::
GameObject::RemoveComponent

LouiEriksson::HashMap::Get

```
graph LR; A[LouiEriksson::ECS::GameObject::AddComponent] --> E[LouiEriksson::HashMap::Get]; B[LouiEriksson::Graphics::Shader::AttributeID] --> E; C[LouiEriksson::ECS::GameObject::GetComponent] --> E; D[LouiEriksson::ECS::GameObject::GetComponents] --> E; F[LouiEriksson::ECS::GameObject::RemoveComponent] --> E;
```

The diagram illustrates a central function, `LouiEriksson::HashMap::Get`, which is the target of five other functions. These functions are arranged vertically on the left side of the image. Arrows point from each of these functions to the central target function, indicating a dependency or a call relationship. The target function is highlighted with a gray background, while the source functions have white backgrounds and black borders.