

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 dependency or call relationship. Five source functions, each in a white box with a black border, are positioned on the left. Blue arrows point from each of these source functions to a single target function, 'LouiEriksson::HashMap::Get', which is in a grey box with a black border on the right. The source functions are: 'LouiEriksson::ECS::GameObject::AddComponent', 'LouiEriksson::Graphics::Shader::AttributeID', 'LouiEriksson::ECS::GameObject::GetComponent', 'LouiEriksson::ECS::GameObject::GetComponents', and 'LouiEriksson::ECS::GameObject::RemoveComponent'.