

LouiEriksson::Engine
::Graphics::Shader::AttributeID

LouiEriksson::Engine
::ECS::GameObject::GetComponent

LouiEriksson::Engine
::ECS::GameObject::GetComponents

LouiEriksson::Engine
::ECS::GameObject::RemoveComponent

LouiEriksson::Engine
::HashMap::Get

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