

LouiEriksson::Entity
::AddComponent

LouiEriksson::GameObject
::AddComponent

LouiEriksson::HashMap::Add

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graph LR; A[LouiEriksson::Entity::AddComponent] --> C[LouiEriksson::HashMap::Add]; B[LouiEriksson::GameObject::AddComponent] --> C;
```

The diagram illustrates a call site resolution or dispatch mechanism. Two source methods, 'LouiEriksson::Entity::AddComponent' and 'LouiEriksson::GameObject::AddComponent', are shown on the left. Arrows from both point to a single target method, 'LouiEriksson::HashMap::Add', on the right. The target method box is shaded gray, while the source method boxes are white with black borders.