

LouiEriksson::Engine  
::ECS::Component

```
+ virtual const std::  
type_index TypeID()  
  const noexcept=0  
+ virtual const std::  
weak_ptr< GameObject  
  > & Parent() const noexcept  
# Component(const std  
::weak_ptr< GameObject  
  > &_parent) noexcept  
# virtual ~Component()
```