```
+ virtual std::shared
_ptr< GameObject > Parent
() const
# Component(const std
::shared_ptr< GameObject
> &_parent)
# virtual ~Component()
```

LouiEriksson::Renderer

```
+ Renderer(const std
::shared_ptr< GameObject
> &_parent)
```

+ ~Renderer() override + void SetMesh(const std::shared ptr< Mesh

> & mesh)

+ std::shared_ptr< Mesh > GetMesh() + void SetMaterial(const

std::weak_ptr< Material > & material) + std::weak_ptr< Material

> GetMaterial() + void SetTransform(const std::shared_ptr< Transform > &_transform)

+ std::shared_ptr< Transform > GetTransform()