


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



```
graph LR; A[LouiEriksson::Engine::ECS::GameObject::GetComponent] --> B[LouiEriksson::Engine::HashMap::Get];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'LouiEriksson::Engine' on the first line and '::ECS::GameObject::GetComponent' on the second line. The right box is white with a black border and contains the text 'LouiEriksson::Engine' on the first line and '::HashMap::Get' on the second line. A dark blue arrow points from the right side of the left box to the left side of the right box.

LouiEriksson::Engine
::HashMap::Get