

LouiEriksson::ECS::
Component

```
+ virtual 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()
```