```
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()
LouiEriksson::Graphics
              ::Camera
+ Camera(const std::
weak_ptr< ECS::GameObject
> &_parent)
+ ~Camera(
      amera() override
+ std::type_index TypeID () const noexcept override
+ void PreRender(const
RenderFlags &_flags)
+ void Render(const std
::vector< std::weak_ptr
< Renderer >> &_renderers, const std::vector< std::
weak_ptr< Light >> &_lights)
+ void PostRender()
+ void SetWindow(const
std::weak_ptr< Window
> &_window)
+ const std::weak
< Window > GetWiˈndow
() const noexcept
+ void SetTransform(const
std::weak_ptr< Transform > &_transform) noexcept
                   Transform
+ const std::weak_ptr
< Transform > GetTransform
() const noexcept
+ float Aspect() const+ void FOV(const float
```

&\_fov) noexcept + const float & FOV() const noexcept + void NearClip(const

() const noexcept+ void FarClip(const

() const noexcept

(glm::vec4\_color)

float &\_nearClip) noexcept + const float & NearClip

float &\_farClip) noexcept + const float & FarClip

+ void SetDirty() noexcept+ static void ClearColor

+ static glm::vec4 ClearColor()

+ const glm::mat4 & Projection() + glm::mat4 View() const