```
+ virtual std::shared
_ptr< GameObject > Parent
() const
```

Component(const std ::shared_ptr< GameObject

> &_parent) noexcept # virtual ~Component()



+ Light(const std::shared _ptr< ECS::GameObject > &_parent) + ~Light() override

+ void Type(const Light ::Parameters::Type &_type) + const Parameters::Type

& Type() const noexcept