

LouiEriksson::Entity
::AddComponent

LouiEriksson::GameObject
::AddComponent

LouiEriksson::HashMap::Add

```
graph LR; A[LouiEriksson::Entity::AddComponent] --> C[LouiEriksson::HashMap::Add]; B[LouiEriksson::GameObject::AddComponent] --> C;
```

The diagram illustrates a call graph where two different methods, `LouiEriksson::Entity::AddComponent` and `LouiEriksson::GameObject::AddComponent`, both call the `LouiEriksson::HashMap::Add` method. The source methods are in white boxes, and the target method is in a gray box. Blue arrows indicate the direction of the calls.