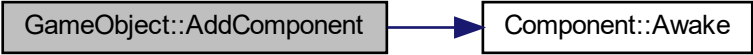


GameObject::AddComponent



```
graph LR; A[GameObject::AddComponent] --> B[Component::Awake]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameObject::AddComponent'. The right box is white and contains the text 'Component::Awake'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Component::Awake