

## Arcade::ECS::ISystemManager

```
+ virtual ~ISystemManager  
( )=default  
+ virtual void addSystem  
(const std::string &name,  
  Arcade::ECS::ISystem *system)=0  
+ virtual void removeSystem  
(const std::string &name)=0  
+ virtual void update  
(std::size_t deltaTime,  
  Arcade::ECS::IEntityManager  
  &entityManager, Arcade::ECS  
  ::IEventManager &eventManager)=0
```