

## Arcade::ECS::IEventManager

```
+ virtual ~IEventManager  
()=default  
+ virtual bool eventsIsEmpty  
( ) const =0  
+ virtual std::pair<  
    bool, std::optional  
    < std::vector< std::optional  
    < std::shared_ptr< IComponent  
    > > > > > isEventTriggered(const  
    std::string &event) const =0  
+ virtual void addEvent  
(const std::string &event,  
    std::optional< std::shared  
    _ptr< IComponent >> component  
    =std::nullopt)=0  
+ virtual void clearEvents()=0
```