

Arcade::ECS::ISystemManager

```
+ virtual ~ISystemManager  
( )=default  
+ virtual void addSystem  
(const std::string &name,  
  std::unique_ptr< Arcade  
  ::ECS::ISystem > system)=0  
+ virtual void removeSystem  
(const std::string &name)=0  
+ virtual void update  
(float deltaTime, Arcade  
  ::ECS::IEventManager &eventManager,  
  Arcade::ECS::IEntityManager &currentScene)=0
```