

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  
(std::size_t deltaTime,  
  Arcade::ECS::EventManager  
  &eventManager, Arcade::Core  
  ::IDisplayModule &displayModule,  
  Arcade::Core::IGameModule &gameModule)=0
```