

## Arcade::ECS::IEntityManager

```
+ virtual ~IEntityManager  
()=default  
+ virtual IEntity & create  
Entity()=0  
+ virtual const std::  
vector< std::unique  
_ptr< IEntity > > & getEntities  
( ) const =0  
+ virtual const std::  
vector< std::unique  
_ptr< IEntity > > & getEntities  
ByComponentType(CompType comp)  
const =0
```