Arcade::ECS::IEntity

+ virtual ~IEntity()
=default
+ virtual std::string
 getId() const =0
+ virtual const std::
map< CompType, std::
vector< std::shared_ptr
< IComponent > > > & getComponents()=0
+ virtual const std::
vector< std::shared
_ptr< IComponent > >
 & getComponents(CompType
 type)=0
+ virtual void addComponent
(std::shared_ptr< IComponent
 > component)=0
+ virtual void removeComponent
(const std::string &id)=0
+ virtual void removeComponents
(CompType type)=0