

Arcade::ECS::EventManager

```
+ virtual ~EventManager  
( )=default  
+ virtual bool eventsIsEmpty  
( ) const =0  
+ virtual std::pair<  
    bool, std::optional  
    < std::shared_ptr< IComponent  
    > > > isEventInQueue(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  
+ virtual const Arcade  
::Vector2f & getMousePosition  
( ) const =0  
+ virtual void setMousePosition  
(const Arcade::Vector2f &mousePosition)=0
```