Arcade::ECS::ISystemManager

+ virtual ~ISystemManager
()=default
+ virtual void addSystem
(const std::string &name,
 Arcade::ECS::ISystem *system)=0
+ virtual void removeSystem
(const std::string &name)=0
+ virtual void update
(std::size_t deltaTime,
 Arcade::ECS::IEntityManager
 &entityManager, Arcade::ECS
::IEventManager &eventManager)=0