

## Arcade::ECS::IEntity

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