

## Arcade::ECS::IEntity

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