Arcade::ECS::IEventManager

+ virtual ~IEventManager
()=default
+ virtual bool eventsIsEmpty
() const =0
+ virtual std::pair<
 bool, std::optional
< std::vector< std::optional
< std::shared_ptr< IComponent
 > > > > > isEventTriggered(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