

## Arcade::ECS::EventManager

```
+ virtual ~EventManager  
()=default  
+ virtual bool eventsIsEmpty  
() const =0  
+ virtual bool isEventInQueue  
(const std::string &event)  
  const =0  
+ virtual void addEvent  
(const std::string &event)=0  
+ virtual const std::  
string & popEvent()=0  
+ virtual void clearEvents()=0  
+ virtual const Arcade  
::Vector2f & getMousePosition  
() const =0  
+ virtual void setMousePosition  
(const Arcade::Vector2f &mousePosition)=0
```