

## 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
```