

## Arcade::ECS::ISystemManager

```
+ virtual ~ISystemManager  
()=default  
+ virtual void addSystem  
(const std::string &name,  
  std::unique_ptr< Arcade  
  ::ECS::ISystem > system)=0  
+ virtual void removeSystem  
(const std::string &name)=0  
+ virtual void update  
(double deltaTime, Arcade  
  ::ECS::EventManager &eventManager,  
  Arcade::ECS::EntityManager &currentEntity  
  Manager)=0
```