```
WAL::Scene
+ Entity

    id

  entities
 _newEntities
 views
  nextID
+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
+ ~Scene()
+ operator=()
- _componentAdded()
_componentRemoved()
entityRemoved()
            + scene
      WAL::Entity
  uid
 name
 disabled
 _shouldDelete
 notifyScene
 components
- Scene

    nextID

+ getUid()
+ getName()
+ setName()
+ isDisable()
+ setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
+ tryGetComponent()
+ getComponent()
and 13 more...
 componentAdded()
  componentRemoved()
```