```
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()
            #_entity
   WAL::Component
   + operator=()
   + ~Component()
   + clone()
   + onStart()
   + onStop()
   # Component()
   # Component()
```