

SystemBase

```
classDiagram
    class SystemBase {
    }
    class RhythmSystemEntitiesECSSystemTimePresenterSystem {
        - now SecPresentData
        + MusicTimePresent()
        # OnCreate()
        # OnUpdate()
        # OnDestroy()
    }
    RhythmSystemEntitiesECSSystemTimePresenterSystem --|> SystemBase
```

RhythmSystemEntities.ECS.
System.TimePresenterSystem

- now SecPresentData

+ MusicTimePresent()

OnCreate()

OnUpdate()

OnDestroy()