## Registry

- + Registry()
- + operator=()
- + Registry()
- + create\_entity()
- + destroy entity()
- + add component()
- + has component()
- + get component()
- + remove component()
- + get\_entities\_with\_component()



## Entity

- # id\_
- + Entity()
- + add\_component()
- + remove\_component()
- + get\_component()
- + id()