

Registry

- numEntity
- componentsPools
- entityComponentSignatures
- systems
- entitiesToBeAdded
- entitiesToBeKilled
- freelds

- + Registry()
- + ~Registry()
- + Update()
- + CreateEntity()
- + KillEntity()
- + AddComponent()
- + RemoveComponent()
- + HasComponent()
- + GetComponent()
- + AddSystem()
- and 6 more...
- RemoveAllComponentsOfEntity()