Registry

- numEntity
- componentsPools
- entityComponentSignatures
- systems
- entitiesToBeAdded
- entitiesToBeKilled
- freelds
- + Registry()
- + ~Registry()
- + Update()
- + CreateEntity()
- + KillEntity()
- + AddComponent()
- + RemoveComponent()
- + HasComponent()
- + GetComponent()
- + AddSystem() and 6 more...
 - RemoveAllComponentsOfEntity()



Entity

- id
- + Entity()
- + GetId()
- + Kill()
- + operator==()
- + operator!=()
- + operator>()
- + operator<()
- + AddComponent()
- + RemoveComponent()
- + HasComponent()
- + GetComponent()