```
ECS::SystemManager
 systems
+ SystemManager()
+ ~SystemManager()
+ SystemManager()
+ operator=()
+ AddSystem()
+ RemoveSystem()
+ HasSystem()
+ GetSystem()
+ GetSystems()
           systemManager
  ECS::Coordinator
 + CloseWindow
 scenes
  currentScene
   fixedDeltaTime
  duration
  lastRun
  firstRun
  _gameIsRunning
  coordinator
 + Coordinator()
 + ~Coordinator()
 + Coordinator()
 + operator=()
 + AddSystem()
 + CreateEntity()
 + RemoveSystem()
 + GetSystem()
 + HasSystem()
 + Run()
 and 9 more...
 + GetInstance()
```

- Update()- FixedUpdate()- LateUpdate()