## ECS::ASystem

- _dependencies
- _enabled

+ ASystem()
+ ASystem()
+ ~ASystem()
+ ASystem()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ OnDisable()
+ OnEnable()
+ GetDependencies()
+ GetStatus()
+ SetStatus()
+ ToggleStatus()
# AddDependency()

## Component::BehaviourSystem

+ BehaviourSystem()
+ ~BehaviourSystem()
+ BehaviourSystem()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()