

## Arcade::ECS::IEventManager

```
+ virtual ~IEventManager
()=default
+ virtual bool eventsIsEmpty
() const =0
+ virtual std::pair<
bool, std::optional
< std::vector< std::optional
< std::shared_ptr< IComponent
> > > > isEventTriggered(const
std::string &event) const =0
+ virtual void addEvent
(const std::string &event,
std::optional< std::shared
_ptr< IComponent >> component
=std::nullopt)=0
+ virtual void clearEvents()=0
```