

## Arcade::ECS::ISystemManager

```
+ virtual ~ISystemManager
()=default
+ virtual void addSystem
(const std::string &name,
std::unique_ptr<Arcade
::ECS::ISystem> system)=0
+ virtual void removeSystem
(const std::string &name)=0
+ virtual void update
(double deltaTime, Arcade
::ECS::IEventManager &eventManager,
Arcade::ECS::IEntityManager &currentEntity
Manager)=0
```