

## Arcade::ECS::IEntity

```
+ virtual ~ IEntity()
=default
+ virtual std::string
getId() const =0
+ virtual const std::
map< CompType, std::
vector< std::shared_ptr
< IComponent > > > & getComponents
() const =0
+ virtual const std::
vector< std::shared
_ptr< IComponent > >
& getComponents(CompType
type) const =0
+ virtual IComponent
& getComponents(const
std::string &id)=0
+ virtual void addComponent
(std::shared_ptr< IComponent
> component)=0
+ virtual void removeComponent
(const std::string &id)=0
+ virtual void removeComponent
(CompType type)=0
```