```
ant::System
# RequiredComponents
# eventQueue
# em
# name
+ System()
+ System()
+ System()
+ setRequiredComponents()
+ getRequiredComponts()
+ setEventQueue()
+ getEventQueue()
+ setName()
+ getName()
+ setEntityManager()
+ getEntityManager()
+ render()
+ update()
+ ~System()
    ant::gravitySystem

    Gravity

    + gravitySystem()
    + gravitySystem()
    + setGravity()
    + getGravity()
    + update()
    + render()
    + ~gravitySystem()
```