```
EntitySystem

    AssociatedEntities

 + ValidComponents
 + ID
 + DestroyList

    + Association

 # idEntityMap
    associationType
 + EntitySystem()
 + Run()
 + AssociateEntity()
 + RemoveAssociation()
 # ProcessingLoop()
 # Destroy()
 # PreProcess()
 # PostProcess()
 # PostAssociate()
 # Process()
MidnightBlue.Engine.Entity
 Component.InputSystem
```

+ InputSystem() # Process()