```
EntitySystem

    AssociatedEntities

    + ValidComponents

  + ID
  + DestroyList
  + Association
  # idEntityMap
  # associationType
  + EntitySystem()
  + Run()
  + AssociateEntity()
  + RemoveAssociation()
  # ProcessingLoop()
  # Destroy()
  # PreProcess()
  # PostProcess()
  # PostAssociate()
  # Process()
MB2D.Testing.TestSystem2
```

+ TestSystem2() # Process()