```
EntitySystem

    AssociatedEntities

    + ValidComponents

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

+ ShipInputSystem()

Process()