```
EntitySystem
    + AssociatedEntities
    + ValidComponents
    + ID
    + DestroyList
    + Association
    # idEntityMap
    # associationType
    + EntitySystem()
    + Run()
    + AssociateEntity()
    + RemoveAssociation()
    # ProcessingLoop()
    # Destroy()
    # PreProcess()
    # PostProcess()
    # PostAssociate()
    # Process()
MB2D.EntityComponent.Render
            System
+ RenderSystem()
# PreProcess()
# Process()
```