

StorageComponent< Component
Type >

- std::vector< ComponentType
> __Storage
- std::bitset< MAX_ENTITIES
> __checker

- + StorageComponent()
- + ~StorageComponent
()=default
- + void add(Entity e,
const ComponentType
&component)
- + bool has(Entity e)
const
- + const ComponentType
* get(Entity e) const
- + ComponentType * get
(Entity e)
- + void kill(Entity e)