

ISystem

```
# ECS & _ecs
+ ISystem(ECS &ecs)
+ virtual ~ISystem()
  =default
+ virtual void update
  (double dt)=0
+ ISystem(ECS &ecs)
+ virtual ~ISystem()
  =default
+ virtual void update
  (double dt)=0
```



MissileSystem

```
+ MissileSystem(ECS
  &ecs)
+ void update(double
  dt) override
```