

ECS

- double _time
 - std::size_t __livingEntities
 - std::queue< Entity
 > __freeEntities
 - std::unordered_map
 < Entity, Signature
 > __signatures
 - std::vector< void *
 > _componentStorages
-
- + ECS()
 - + ~ECS()=default
 - + Entity createEntity()
 - + void killEntity(Entity e)
 - + Signature getSignature
 (Entity e) const
 - + void setSignature(Entity
 e, Signature sig)
 - + Entity addComponent
 (Entity e, const Component
 Type &component)
 - + bool hasComponent(Entity
 e) const
 - + const ComponentType
 * getConstComponent
 (Entity e) const
 - + ComponentType * GetComponent
 (Entity e)
 - + std::vector< Entity
 > getEntitiesByComponents()
 - + void killComponent
 (Entity e)
 - + double getTime() const
 - + void addTime(double dt)
 - void verifyComponentStorage
 (ComponentTypeID TypeID)