

StorageComponent< ComponentType >

- 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)
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- + ~StorageComponent ()=default
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