

## ECS

- double \_time
- std::size\_t \_\_livingEntities
- std::queue< Entity  
> \_\_freeEntities
- std::unordered\_map  
< Entity, Signature  
> \_\_signatures
- std::vector< void \*  
> \_componentStorages
- std::vector< void \*  
> \_\_componentStorage

- + 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)  
and 17 more...
- void verifyComponentStorage  
(ComponentTypeID TypeID)
- void verifyComponentStorage  
(ComponentTypeID TypeID)