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)