

StorageComponent< Component  
Type >

- 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)