

## JobSystem::Job

- + cExecutingState
- + cDoneState
- + cBarrierDoneState
- + Job()
- + GetJobSystem()
- + AddRef()
- + Release()
- + AddDependency()
- + RemoveDependency()
- + RemoveDependencyAndQueue()
- + SetBarrier()
- + Execute()
- + CanBeExecuted()
- + IsDone()