LouiEriksson::Hashmap < Tk. Tv >+ Hashmap(const size _t &_capacity=1) + size_t size() const noexcept + bool empty() const noexcept + bool ContainsKey(const Tk &_key) const noexcept + bool Add(const Tk & _key, const Tv &_value) + void Assign(const Tk &_key, const Tv &_value) + bool Remove(const Tk &_key) noexcept + bool Get(const Tk & _key, Tv &_out) const noexcept + Tv & Return(const Tk + void Trim() + std::vector< Tk > Keys () const + std::vector< Tv > Values + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept < int, std::reference < std::string, std < std::string, std < std::string, std < int, std::shared < std::type index, wrapper< LouiEriksson ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson | ptr< LouiEriksson:: std::vector< std::any > > ::Camera > > ::Shader > > ::Texture > > ::Mesh > > Window > > LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap < std::string, std::shared LouiEriksson::Hashmap < std::string, std::shared < std::string, std::shared < std::type index, std ptr< LouiEriksson::Texture > > < int, std::shared ptr ptr< LouiEriksson::Shader > > ptr< LouiEriksson::Mesh > > ::vector< std::any > > < LouiEriksson::Window > > Hashmap(const size + Hashmap(const size + Hashmap(const size + Hashmap(const size t &_capacity=1) + Hashmap(const size _t &_capacity=1) _t &_capacity=1) t & capacity=1) + size_t size() const t & capacity=1) + size_t size() const noexcept noexcept noexcept noexcept + bool empty() const noexcept + bool empty() const + bool empty() const + bool empty() const + bool empty() const noexcept + bool empty() const noexcept

LouiEriksson::Hashmap < int, std::reference _wrapper< LouiEriksson ::Camera > >

+ Hashmap(const size

t & capacity=1)

noexcept

noexcept

+ bool ContainsKey(const

int &_key) const noexcept

+ bool Add(const int

& key, const std::reference

wrapper< LouiEriksson::Camera

> & value)

+ void Assign(const int

& key, const std::reference

_wrapper< LouiEriksson::Camera

> & value)

+ bool Remove(const int

& key) noexcept

+ bool Get(const int

&_key, std::reference

_wrapper< LouiEriksson

noexcept + std::reference wrapper

< LouiEriksson::Camera

> & Return(const int &_key)

+ void Trim()

+ std::vector< int >

Keys() const

+ std::vector< std::reference _wrapper< LouiEriksson::

> GetAll() const

+ void Clear() noexcept

Camera > > Values() const + std::vector< KeyValuePair noexcept + bool ContainsKey(const

std::type_index &_key) const noexcept

+ bool Add(const std ::type index & key,

const std::vector< std ::any > & value) + void Assign(const std

::type_index &_key, const std::vector< std::any >

& value) + bool Remove(const std

::type_index &_key) noexcept + bool Get(const std

::type_index &_key, :Camera > &_out) const std::vector< std::any

> &_out) const noexcept + std::vector< std::any

> & Return(const std ::type_index_&_key) + void Trim()

+ std::vector< std::type index > Keys() const

std::vector< std::vector

< std::any > > Values() const + std::vector< KeyValuePair

> GetAll() const

+ void Clear() noexcept

 bool ContainsKey(const std::string &_key) const noexcept

+ bool Add(const std ::string &_key, const std::shared_ptr< LouiEriksson

::Shader $> \bar{\&}$ _value) - void Assign(const std :string &_key, const

std::shared ptr< LouiEriksson :Shader > & value)

+ bool Remove(const std ::string &_key) noexcept - bool Get(const std

::string &_key, std :shared_ptr< LouiEriksson ::Shader > &_out) const noexcept

std::shared_ptr< LouiEriksson :Shader > & Return(const std::string &_key) + void Trim()

std::vector< std::string

> Keys() const - std::vector< std::shared _ptr< LouiEriksson::Shader

> > Values() const - std::vector< KeyValuePair</p>

> GetAll() const + void Clear() noexcept

+ bool ContainsKey(const std::string &_key) const

noexcept + bool Add(const std ::string &_key, const std::shared ptr< LouiEriksson

:Texture $> \overline{\&}$ _value) void Assign(const std :string & key, const std::shared_ptr< LouiEriksson

:Texture > $\overline{\&}$ _value) + bool Remove(const std ::string &_key) noexcept

+ bool Get(const std :string &_key, std :shared_ptr< LouiEriksson :Texture > &_out) const

noexcept + std::shared_ptr< LouiEriksson :Texture > & Return(const std::string &_key)

+ void Trim() + std::vector< std::string > Keys() const

+ std::vector< std::shared</p> ptr< LouiEriksson::Texture > > Values() const + std::vector< KeyValuePair

> GetAll() const + void Clear() noexcept

noexcept + bool ContainsKey(const std::string &_key) const

noexcept + bool Add(const std ::string &_key, const

std::shared_ptr< LouiEriksson ::Mesh > &_value) + void Assign(const std

::string &_key, const std::shared ptr< LouiEriksson ::Mesh > & value) + bool Remove(const std

::string &_key) noexcept + bool Get(const std ::string &_key, std

::shared_ptr< LouiEriksson + std::shared_ptr< LouiEriksson :Mesh > & Return(const std

::string &_key) + void Trim() + std::vector< std::string</pre> > Keys() const

+ std::vector< std::shared _ptr< LouiEriksson::Mesh > > Values() const ⊦ std::vector< KeyValuePair

> GetAll() const

void Clear() noexcept

noexcept + bool ContainsKey(const int &_key) const noexcept

+ bool Add(const int & key, const std::shared ptr< LouiEriksson::Window

> &_value) + void Assign(const int & key, const std::shared

ptr< LouiEriksson::Window > & value) + bool Remove(const int

& key) noexcept + bool Get(const int &_key, std::shared

_ptr< LouiEriksson::Window > & out) const noexcept + std::shared_ptr< LouiEriksson

::Window > & Return(const int &_key) + void Trim()

+ std::vector< int > Keys() const + std::vector< std::shared ptr< LouiEriksson::Window

> > Values() const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept

LouiEriksson::Hashmap < std::type_index, std

::vector< std::shared_ptr < LouiEriksson::Component > > >

< std::type_index,

std::vector < std::shared

ptr< LouiEriksson::Component > > >

+ Hashmap(const size _t &_capacity=1)

+ size_t size() const noexcept + bool empty() const noexcept

+ bool ContainsKey(const std::type_index &_key) const noexcept

+ bool Add(const std ::type_index &_key, const std::vector< std ::shared ptr< LouiEriksson

::Component > > &_value) + void Assign(const std ::type index & key, const std::vector< std::shared

_ptr< LouiEriksson::Component > > & value) + bool Remove(const std

::type_index &_key) noexcept + bool Get(const std ::type_index &_key, std::vector< std::shared

_ptr< LouiEriksson::Component > > & out) const noexcept + std::vector< std::shared ptr< LouiEriksson::Component

> > & Return(const std::type _index &_key) + void Trim() + std::vector< std::type

_index > Keys() const + std::vector< std::vector < std::shared ptr< LouiEriksson ::Component $\stackrel{-}{>}$ > > Values() const

+ std::vector< KeyValuePair > GetAll() const + void Clear() noexcept

LouiEriksson::Hashmap < std::string, std::shared ptr< LouiEriksson::Material > >

> + Hashmap(const size _t &_capacity=1) + size t size() const noexcept

< std::string, std

:shared ptr< LouiEriksson

::Material > >

+ bool empty() const noexcept + bool ContainsKey(const std::string &_key) const

noexcept + bool Add(const std ::string & key, const std::shared ptr< LouiEriksson ::Material > &_value)

+ void Assign(const std ::string & key, const std::shared ptr< LouiEriksson ::Material > &_value) + bool Remove(const std

::string &_key) noexcept + bool Get(const std ::string &_key, std ::shared_ptr< LouiEriksson

::Material > &_out) const noexcept + std::shared_ptr< LouiEriksson ::Material > & Return(const

std::string &_key) + void Trim() + std::vector< std::string > Keys() const

+ std::vector< std::shared _ptr< LouiEriksson::Material > > Values() const - std::vector< KeyValuePair</p>

> GetAll() const + void Clear() noexcept LouiEriksson::Hashmap < std::string, GLint >

< std::string, GLint >

noexcept

noexcept

noexcept

+ bool empty() const

+ bool ĊontainsKey(const

std::string &_key) const

- bool Add(const std

+ void Assign(const std

+ bool Remove(const std

::string &_key) noexcept

+ bool Get(const std

::string &_key, GLint

std::string &_key)

+ std::vector< GLint

+ void Clear() noexcept

+ void Trim()

> Keys() const

> Values() const

> GetAll() const

&_out) const noexcept

+ GLint & Return(const

+ std::vector< std::string

+ std::vector< KeyValuePair

::string &_key, const

::string & key, const

GLint &_value)

GLint & value)

+ Hashmap(const size + Hashmap(const size t & capacity=1) _t &_capacity=1) + size_t size() const + size_t size() const

noexcept + bool empty() const noexcept

< Uint32, std::vector

< SDL_Event > >

+ bool ContainsKey(const Uint32 &_key) const noexcept + bool Add(const Uint32

LouiEriksson::Hashmap

< SDL_Event > >

< Uint32, std::vector

& key, const std::vector < SDL_Event > &_value) + void Assign(const Uint32

& key, const std::vector < SDL Event > &_value) + bool Remove(const Uint32 &_key) noexcept

+ bool Get(const Uint32 &_key, std::vector< SDL_Event > &_out) const

noexcept + std::vector< SDL Event > & Return(const Uint32

& key) void Trim() + std::vector< Uint32

> Keys() const + std::vector< std::vector < SDL_Event > > Values

() const + std::vector< KeyValuePair

> GetAll() const + void Clear() noexcept LouiEriksson::Hashmap < std::string, std::shared ptr< LouiEriksson::AudioClip > >

< std::string, std

::shared ptr< LouiEriksson

::AudioClip > >

+ Hashmap(const size t &_capacity=1) + size_t size() const noexcept

+ bool empty() const noexcept + bool ContainsKey(const

std::string &_key) const noexcept ⊢ bool Add(const std :string &_key, const

std::shared_ptr< LouiEriksson ::AudioClip > &_value) void Assign(const std :string & key, const

std::shared_ptr< LouiEriksson :AudioClip > &_value) + bool Remove(const std ::string &_key) noexcept

+ bool Get(const std ::string &_key, std :shared_ptr< LouiEriksson :AudioClip > &_out) const

noexcept + std::shared_ptr< LouiEriksson :AudioClip $> \frac{1}{6}$ Return(const

std::string &_key) + void Trim()

+ std::vector< std::string > Keys() const

_ptr< LouiEriksson::AudioClip

+ std::vector< KeyValuePair

> GetAll() const

+ std::vector< std::shared > > Values() const

+ void Clear() noexcept