

LouiEriksson::Engine ::Application

```
+ Application()=delete
+ Application(const
  Application &_other)
=delete
+ ~Application()=delete
+ Application & operator
=(const Application &
  _other)=delete
+ Application & operator
=(Application &&_other)
=delete
+ static int Main(const
  Hashmap< std::string,
  std::shared_ptr< Script
  >(*) (const std::weak_ptr
  < ECS::GameObject > &_parent)
  > &_initialisers)
+ static void Quit()
noexcept
```