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 & _key)
+ void Trim()
+ std::vector< Tk > Keys() const
+ std::vector< Tv > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept

Edge labels:
- < int, std::reference_wrapper< LouiEriksson::Camera > >
- < std::type_index, std::vector< std::any > >
- < std::string, std::shared_ptr< LouiEriksson::Shader > >
- < std::string, std::shared_ptr< LouiEriksson::Texture > >
- < std::string, std::shared_ptr< LouiEriksson::Mesh > >
- < int, std::shared_ptr< LouiEriksson::Window > >
- < std::type_index, std::shared_ptr< LouiEriksson::Component > >
- < std::string, std::shared_ptr< LouiEriksson::Material > >
- < std::string, GLint >
- < Uint32, std::vector< SDL_Event > >
- < std::string, std::shared_ptr< LouiEriksson::AudioClip > >

LouiEriksson::Hashmap< int, std::reference_wrapper< LouiEriksson::Camera > >

+ Hashmap(const size_t & _capacity=1)
+ size_t size() const noexcept
+ bool empty() const 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::Camera > & _out) const noexcept
+ std::reference_wrapper< LouiEriksson::Camera > & Return(const int & _key)
+ void Trim()
+ std::vector< int > Keys() const
+ std::vector< std::reference_wrapper< LouiEriksson::Camera > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< std::type_index, std::vector< std::any > >

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

LouiEriksson::Hashmap< std::string, std::shared_ptr< LouiEriksson::Shader > >

+ 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::Shader > & _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 > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< std::string, std::shared_ptr< LouiEriksson::Texture > >

+ 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::Texture > & _value)
+ void Assign(const std::string & _key, const std::shared_ptr< LouiEriksson::Texture > & _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_ptr< LouiEriksson::Texture > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< std::string, std::shared_ptr< LouiEriksson::Mesh > >

+ 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::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::Mesh > & _out) const noexcept
+ std::shared_ptr< LouiEriksson::Mesh > & Return(const std::string & _key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Mesh > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< int, std::shared_ptr< LouiEriksson::Window > >

+ Hashmap(const size_t & _capacity=1)
+ size_t size() const noexcept
+ bool empty() const 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 > > >

+ 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 > > > 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
+ 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 > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< std::string, GLint >

+ 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 GLint & _value)
+ void Assign(const std::string & _key, const GLint & _value)
+ bool Remove(const std::string & _key) noexcept
+ bool Get(const std::string & _key, GLint & _out) const noexcept
+ GLint & Return(const std::string & _key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< GLint > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept

LouiEriksson::Hashmap< Uint32, std::vector< SDL_Event > >

+ Hashmap(const size_t & _capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const Uint32 & _key) const noexcept
+ bool Add(const Uint32 & _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 > >

+ 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 > & Return(const std::string & _key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::AudioClip > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept