< 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 ) const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept < std::string, std < std::string, std < int, std::reference < int, std::shared < std::string, std < std::string, std < Uint32, std::vector ::shared\_ptr< LouiEriksson ::shared\_ptr< LouiEriksson wrapper < Loui Eriksson \_ptr< LouiEriksson:: :shared\_ptr< LouiEriksson ::shared\_ptr< LouiEriksson < std::string, GLint > < SDL\_Event > > ::Graphics::Mesh > > ::Audio::AudioClip > > ::Graphics::Texture > > ::Graphics::Material > > ::Graphics::Camera > > Window > > LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap < int. std::reference < std::string, std::shared < std::string, std::shared < std::string, std::shared < std::string, std::shared LouiEriksson::Hashmap wrapper< LouiEriksson ptr< LouiEriksson::Audio ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics ::Graphics::Camera > > < int, std::shared ptr LouiEriksson::Hashmap ::AudioClip > > ::Material > > ::Mesh > > ::Texture > > < LouiEriksson::Window > > < Uint32, std::vector LouiEriksson::Hashmap < SDL Event > > < std::string, GLint > + Hashmap(const size \_t &\_capacity=1) + Hashmap(const size \_t &\_capacity=1) \_t &\_capacity=1) \_t &\_capacity=1) t & capacity=1) + size\_t size() const t & capacity=1) + Hashmap(const size + size\_t size() const + size\_t size() const + size\_t size() const + size\_t size() const + Hashmap(const size + size\_t size() const \_t &\_capacity=1) noexcept \_t &\_capacity=1) noexcept noexcept noexcept noexcept + bool empty() const + size\_t size() const noexcept + size t size() const + bool empty() const + bool empty() const + bool empty() const + bool empty() const noexcept + bool empty() const noexcept noexcept noexcept noexcept noexcept noexcept + bool ContainsKey(const + bool empty() const noexcept + bool ContainsKey(const + bool ContainsKey(const + bool ĊontainsKey(const + bool empty() const + bool ContainsKey(const int & key) const noexcept + bool ContainsKey(const noexcept std::string &\_key) const std::string &\_key) const std::string &\_key) const std::string &\_key) const noexcept int & key) const noexcept + bool Add(const int + bool ContainsKey(const noexcept noexcept noexcept noexcept + bool Add(const int & key, const std::reference Uint32 &\_key) const noexcept + bool Add(const std + bool Ádd(const std + bool Add(const std + bool Add(const std + bool Add(const Uint32 wrapper < Loui Eriksson:: Graphics &\_key, const std::shared ::string &\_key, const ::string &\_key, const ::string &\_key, const :string &\_key, const noexcept ::Camera > & value) ptr< LouiEriksson::Window & key, const std::vector std::shared\_ptr< LouiEriksson std::shared\_ptr< LouiEriksson std::shared\_ptr< LouiEriksson std::shared\_ptr< LouiEriksson + bool Add(const std · void Assign(const int  $< \overline{SDL}_{Event} > \&_{value}$ > &\_value)  $::Graphics::Mesh > \&_value)$ ::Audio::AudioClip > &\_value) ::Graphics::Texture > &\_value) ::Graphics:: $\overline{M}$ aterial > &\_value) ::string &\_key, const key, const std::reference + void Assign(const int + void Assign(const Uint32 + void Assign(const std + void Assign(const std + void Assign(const std void Assign(const std GLint &\_value) & key, const std::shared & key, const std::vector wrapper < Loui Eriksson:: Graphics ::string &\_key, const :string &\_key, const :string &\_key, const ::string &\_key, const + void Assign(const std  $< \overline{SDL}_{\underline{E}}$  Event  $> \&_{\underline{Value}}$ Camera > &\_value) ptr< LouiEriksson::Window std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson ::string &\_key, const bool Remove(const int > & value) + bool Remove(const Uint32 GLint &\_value) ::Graphics:: $\overline{M}$ esh > & value) ::Audio::AudioClip > & value) ::Graphics::Texture > & value) ::Graphics:: $\overline{M}$ aterial > & value) key) noexcept + bool Remove(const int & key) noexcept + bool Remove(const std + bool Remove(const std + bool Remove(const std + bool Remove(const std + bool Get(const Uint32 bool Get(const int & key) noexcept ::string &\_key) noexcept ::string &\_key) noexcept ::string &\_key) noexcept ::string &\_key) noexcept & key, std::vector< + bool Get(const std

::vector< std::weak ptr < LouiEriksson::ECS::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 ::weak ptr< LouiEriksson  $:ECS::\overline{C}omponent > > \&_value)$ + void Assign(const std ::type\_index &\_key, const std::vector< std::weak ptr < LouiEriksson::ECS::  $\overline{C}$ omponent > > &\_value) + bool Remove(const std :type\_index &\_key) noexcept F bool Get(const std ::type index & key, std::vector< std::weak \_ptr< LouiEriksson::ECS ::Component > > &\_out) const noexcept + std::vector< std::weak ptr< LouiEriksson::ECS ::Component > > & Return (const std::type\_index &\_key) + void Trim()

> GetAll() const

+ void Clear() noexcept

< std::type index,

std::vector < std::weak

ptr< LouiEriksson::ECS

::Component > > >

LouiEriksson::Hashmap

< std::type\_index, std

< LouiEriksson::ECS::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 ::ECS::Component > > &\_value) + void Assign(const std ::type\_index &\_key, const std::vector< std::shared ptr< LouiEriksson::ECS::Component > > & value) + bool Remove(const std ::type\_index &\_key) noexcept + bool Get(const std ::type index & key, std::vector< std::shared \_ptr< LouiEriksson::ECS ::Component > > &\_out) const noexcept + std::vector< std::shared ptr< LouiEriksson::ECS ::Component > > & Return (const std::type\_index &\_key) + void Trim() + std::vector< std::type index > Keys() const + std::vector< std::vector < std::shared\_ptr< LouiEriksson ::ECS::Component > > Values() const + std::vector< KeyValuePair + std::vector< KeyValuePair > GetAll() const

+ void Clear() noexcept

< std::type index,

std::vector < std::shared

ptr< LouiEriksson::ECS

::Component > > >

LouiEriksson::Hashmap

::vector< std::shared ptr

< std::type\_index, std

LouiEriksson::Hashmap < std::string, std::shared ptr< LouiEriksson::Graphics ::Shader > >

< std::string, std

::shared\_ptr< LouiEriksson

::Graphics::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 ::Graphics::Shader > &\_value) + void Assign(const std ::string &\_key, const std::shared ptr< LouiEriksson ::Graphics::Shader > &\_value) + bool Remove(const std ::string &\_key) noexcept + bool Get(const std ::string &\_key, std ::shared ptr< LouiEriksson ::Graphics::Shader > &\_out)

const noexcept + std::shared\_ptr< LouiEriksson ::Graphics::Shader > & Return (const std::string &\_key) + void Trim() + std::vector< std::string > Keys() const + std::vector< std::shared ptr< LouiEriksson::Graphics ::Shader > > Values() const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept

+ bool Get(const std ::string & key, std ::shared\_ptr< LouiEriksson ::Audio::AudioClip > &\_out) const noexcept + std::shared\_ptr< LouiErikssor ::Audio::AudioClip > & Return (const std::string &\_key) + void Trim() + std::vector< std::string > Keys() const + std::vector< std::shared ptr< LouiEriksson::Audio ::AudioClip > > Values() const

+ std::vector< KeyValuePair

+ void Clear() noexcept

> GetAll() const

::string &\_key, std

const noexcept

+ void Trim()

> Keys() const

> GetAll() const

::shared\_ptr< LouiEriksson

::Graphics::Mesh > &\_out)

+ std::shared\_ptr< LouiEriksson

::Graphics::Mesh > & Return

(const std::string &\_key)

+ std::vector< std::string

+ std::vector< std::shared

::Mesh > > Values() const

+ void Clear() noexcept

+ std::vector< KeyValuePair

ptr< LouiEriksson::Graphics

& key, std::reference wrapper< LouiEriksson ::Graphics::Camera > & out) const noexcept + std::reference wrapper < LouiEriksson::Graphics :Camera > & Return(const int &\_key) + void Trim()

+ std::vector< int >

+ std::vector< std::reference

Graphics::Camera > > Values

+ std::vector< KeyValuePair

\_wrapper< LouiEriksson::

+ void Clear() noexcept

Keys() const

> GetAll() const

+ 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

> > Values() const

> GetAll() const

ptr< LouiEriksson::Window

+ std::vector< KeyValuePair

+ void Clear() noexcept

+ bool Get(const std + bool Get(const std ::string & key, std ::string &\_key, std ::shared\_ptr< LouiEriksson ::shared\_ptr< LouiEriksson ::Graphics::Material > & ::Graphics::Texture > &\_out) const noexcept out) const noexcept + std::shared\_ptr< LouiEriksson std::shared\_ptr< LouiEriksson</li> ::Graphics::Texture > & Return ::Graphics::Material > & Return(const std::string &\_key) (const std::string &\_key) + void Trim() + void Trim() + std::vector< std::string + std::vector< std::string</p> > Keys() const > Keys() const std::vector< std::shared</p> + std::vector< std::shared ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics ::Material > > Values() const Texture > > Values() const + std::vector< KeyValuePair + std::vector< KeyValuePair > GetAll() const > GetAll() const

void Clear() noexcept

void Clear() noexcept

LouiEriksson::Hashmap

SDL\_Event > &\_out) const noexcept - std::vector< SDL\_Event > & Return(const Ūint32 + void Trim() + std::vector< Uint32 > Keys() const + std::vector< std::vector < SDL Event > > Values + std::vector< KeyValuePair

& kev)

() const

> GetAll() const

+ void Clear() noexcept

+ bool ContainsKey(const std::string &\_key) const + 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 > Kevs() const + std::vector< GLint > Values() const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept

+ std::vector< std::type index > Keys() const + std::vector< std::vector < std::weak\_ptr< LouiEriksson ::ECS::Component > > > Values() const