

## 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
```