**Entity Component System**

ECS has three principal parts:

* [Entities](https://docs.unity3d.com/Packages/com.unity.entities@0.9/manual/ecs_entities.html) — the entities, or things, that populate your game or program.
* [Components](https://docs.unity3d.com/Packages/com.unity.entities@0.9/manual/ecs_components.html) — the data associated with your entities, but organized by the data itself rather than by entity.
* [Systems](https://docs.unity3d.com/Packages/com.unity.entities@0.9/manual/ecs_systems.html) — the logic that transforms the component data from its current state to its next state.