

PhysEvent

```
classDiagram
    class PhysEvent
    class EventQuit
    class PhysEventRenderTime
    class PhysEventUserInput
    PhysEvent <|-- EventQuit
    PhysEvent <|-- PhysEventRenderTime
    PhysEvent <|-- PhysEventUserInput
```

A UML class diagram showing inheritance. At the top is a box labeled 'PhysEvent'. Below it are three boxes: 'EventQuit' on the left, 'PhysEventRenderTime' in the center, and 'PhysEventUserInput' on the right. A horizontal line connects the three bottom boxes. From the left end of this line, a vertical line goes up to the 'EventQuit' box. From the right end, a vertical line goes up to the 'PhysEventUserInput' box. From the center of the horizontal line, a vertical line goes up to the 'PhysEvent' box, ending in an arrowhead pointing towards 'PhysEvent'.

EventQuit

PhysEventRenderTime

PhysEventUserInput