```
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
+ getTouchPosition()
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
+ getTouchPosition()
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
+ getTouchPosition()
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
+ getTouchPosition()
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
+ getTouchPosition()
+ isKeyPressed()
+ setVirtualKeyboardVisible()
+ isMouseButtonPressed()
```

+ getMousePosition()
+ getMousePosition()
+ setMousePosition()
+ setMousePosition()
+ isTouchDown()
+ getTouchPosition()
- getTouchPosition()
- checkEvent()
- setTerminalConfig()
- restoreTerminalConfig()

sf::priv::InputImpl