

KeyListener

```
graph BT; PaooGame[PaooGame.Input.KeyManager] --> KeyListener[KeyListener];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'PaooGame.Input.KeyManager'. A blue arrow points upwards from this box to a white box at the top labeled 'KeyListener', indicating that 'PaooGame.Input.KeyManager' inherits from 'KeyListener'.

PaooGame.Input.KeyManager