

engine::events::Event



```
classDiagram
    class Event["engine::events::Event"]
    class MouseButtonEvent["engine::events::MouseButton Event"]
    MouseButtonEvent --|> Event
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'engine::events::Event'. Below it is a gray box labeled 'engine::events::MouseButton Event'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'engine::events::MouseButton Event' inherits from 'engine::events::Event'.

engine::events::MouseButton
Event