

engine::events::Event



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

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text 'engine::events::Event'. Below it is a gray rectangular box with a black border containing the text 'engine::events::MouseButtonEvent'. A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that MouseButtonEvent inherits from Event.

engine::events::MouseButton  
Event