

PirateGame::PlayerShipInput
Handler::getStarboardMouseButton
String

```
graph LR; A["PirateGame::PlayerShipInput  
Handler::getStarboardMouseButton  
String"] --> B["PirateGame::GlobalValues  
::buttonToString"]; A --> C["PirateGame::GlobalValues  
::getInstance"];
```

PirateGame::GlobalValues
::buttonToString

PirateGame::GlobalValues
::getInstance