

PirateGame::PlayerShipInput  
Handler::getPortMouseButtonString

```
graph LR; A[PirateGame::PlayerShipInputHandler::getPortMouseButtonString] --> B[PirateGame::GlobalValues::buttonToString]; A --> C[PirateGame::GlobalValues::getInstance];
```

PirateGame::GlobalValues  
::buttonToString

PirateGame::GlobalValues  
::getInstance