

KeyListener

```
classDiagram
    class KeyListener
    class Keyboard["br.unicamp.mc322.projeto.gameengine.input.Keyboard"]
    Keyboard --|> KeyListener
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'KeyListener'. Below it is a larger, shaded box labeled 'br.unicamp.mc322.projeto.gameengine.input.Keyboard'. A blue arrow points from the 'Keyboard' box up to the 'KeyListener' box, indicating that 'Keyboard' inherits from or implements 'KeyListener'.

br.unicamp.mc322.projeto.gameengine.input.  
Keyboard