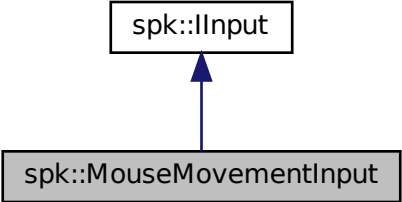


spk::IInput



```
classDiagram
    class spk_IInput["spk::IInput"]
    class spk_MouseMovementInput["spk::MouseMoveInput"]
    spk_MouseMovementInput --|> spk_IInput
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "spk::IInput". Below it is a gray rectangular box with a black border containing the text "spk::MouseMoveInput". A blue arrow points vertically from the top edge of the gray box to the bottom edge of the white box, indicating that "spk::MouseMoveInput" inherits from "spk::IInput".

spk::MouseMoveInput