```
InputHandler

# current_command_array

+ ~InputHandler()
+ handleInput()

EngineInputHandler

- game
- key_escape
- closed
- key_d
- key_right
- key s
```

key\_downkey\_wkey\_upkey\_akey\_leftkey\_q

- I\_mouse\_button + handleInput()

+ EngineInputHandler()+ ~EngineInputHandler()- handleKeyInput()

handleRealTimeKevInput()