```
Gear::Input
- s Instance
+ IsKeyPressd()
+ IsMouseButtonPressed()
+ GetMousePosition()
+ GetMouseX()
+ GetMouseY()
# IsKeyPressedImpl()
# IsMouseButtonPressedImpl()
# GetMousePositionImpl()
# GetMouseXImpl()
# GetMouseYImpl()
     Gear::WindowsInput
```

IsKeyPressedImpl()

IsMouseButtonPressedImpl()
GetMousePositionImpl()
GetMouseXImpl()
GetMouseYImpl()