## Event
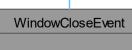
+ bool Handled

+ virtual ~Event()=default

+ virtual EventType GetEvent
  Type() const =0

+ virtual const char
  * GetName() const =0

+ virtual int GetCategoryFlags
  () const =0

+ virtual std::string
  ToString() const

+ bool IsInCategory(EventCategory
  category)

## WindowCloseEvent

+ WindowCloseEvent()