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)



KeyCode m_KeyCode

- + KeyCode GetKeyCode () const
- # KeyEvent(const KeyCode keycode)