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)



- MouseScrolledEvent
- + MouseScrolledEvent (float xOffset, float yOffset)
- + float GetXOffset() const
- + float GetYOffset() const
- + std::string ToString
 () const override