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)



- IVIOUSEIVIOVEUE VEHIL
- + MouseMovedEvent(float x, float y)
- + float GetX() const
- + float GetY() const
- + std::string ToString
 () const override