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)

KeyEvent

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

KeyPressedEvent

- + KeyPressedEvent(const KeyCode keycode, const uint16 t repeatCount)
- + uint16_t GetRepeatCount () const
- + std::string ToString () const override

KeyReleasedEvent

- + KeyReleasedEvent(const KeyCode keycode)
- + std::string ToString
 () const override
- + EVENT_CLASS_TYPE(KeyReleased)

KeyTypedEvent

- + KeyTypedEvent(const KeyCode keycode)
- + std::string ToString
 () const override