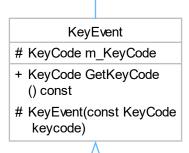
Event + bool Handled + virtual ~Event()=default + virtual EventType GetEvent Type() const =0 + virtual const char * GetName() const =0 + virtual int GetCategoryFlags () const =0 + virtual std::string

ToString() const + bool IsInCategory(EventCategory category)



KeyTypedEvent

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