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) MouseButtonEvent # int m Button + int GetMouseButton () const # MouseButtonEvent(int button) MouseButtonReleasedEvent

HouseButtonReleasedEvent

(int button)

+ std::string ToString () const override