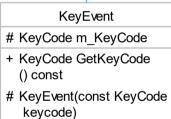
## Event + bool Handled + virtual ~Event()=default + virtual EventType GetEvent Type() const =0 + virtual const char \* GetName() const =0 + virtual int GetCategoryFlags () const =0 + virtual std::string ToString() const + bool IsInCategory(EventCategory category)



## KeyPressedEvent

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