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)

MouseButtonPressedEvent

- + MouseButtonPressedEvent (int button)
- + std::string ToString () const override

MouseButtonReleasedEvent

- + MouseButtonReleasedEvent (int button)
- + std::string ToString () const override