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)