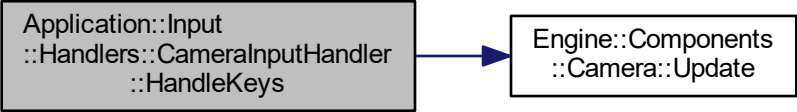


Application::Input
::Handlers::CameraInputHandler
::HandleKeys



```
graph LR; A["Application::Input  
::Handlers::CameraInputHandler  
::HandleKeys"] --> B["Engine::Components  
::Camera::Update"]
```

Engine::Components
::Camera::Update