```
Vector2
+ x
+ y
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ ~Vector2()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
+ operator*=()
+ operator/=()
+ operator+=()
+ operator-=()
+ operator=()
+ operator*()
+ operator/()
+ operator+()
+ operator-()
+ operator-()
+ operator sf::Vector2f()
+ is_zero()
+ dot_product()
+ length()
+ length_squared()
+ perpendicular()
+ inverse()
+ set_inverse()
+ normalize()
+ print()
+ println()
+ to_string()
                +dir
            +map_pose
              +pose
            +win_pose
     SuperMouse
   + NumKeys
```

+ mButtonState + initialize() + update()