```
ec::InputListener
 # m callbackContainers
 # m enabled
 + ~InputListener()
 + inform()
 + enable()
 + isEnabled()
 + addCallback()
 + removeCallbacksOfType()
 + removeAllCallbacks()
 # InputListener()
 # processEvent()
    ec::CameraController
+ CameraController()
+ CameraController()
+ ~CameraController()
+ tick()
+ reset()
+ setCamera()
+ getCamera()
# processEvent()
# processMouseMovement()
# processMouseButtonDown()
# processMouseButtonUp()
# processKevDownInput()
# processKeyUpInput()
# processScrollInput()
```