

InputableAttorney::  
GameLoop::KeyPressed



```
graph LR; A["InputableAttorney::  
GameLoop::KeyPressed"] --> B["Inputable::KeyPressed"]
```

A diagram showing a mapping from a specific implementation to an interface. On the left, a gray rectangular box contains the text "InputableAttorney::" followed by "GameLoop::KeyPressed" on the next line. A dark blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text "Inputable::KeyPressed".

Inputable::KeyPressed