

## Mouse

- MouseLeft
- MouseRight
- MouseMiddle
- MouseXButton1
- MouseXButton2
- MousePosition

- + ~Mouse()
- + Mouse()
- + operator=()
- + getLeft()
- + getRight()
- + getMiddle()
- + getXButton1()
- + getXButton2()
- + getMousePosition()
- + Update()
- + getInstance()
- Mouse()