


YukimaruGames.Terminal.UI.  
View.ITerminalEventListener

YukimaruGames.Terminal.Shared  
Kernel.IUpdatable

YukimaruGames.Terminal.UI.  
View.Input.TerminalEventListener



```
graph LR; A[YukimaruGames.Terminal.UI.View.Input.TerminalEventListener] --> B[YukimaruGames.Terminal.UI.View.ITerminalEventListener]; A --> C[YukimaruGames.Terminal.SharedKernel.IUpdatable];
```