## IlnputHandler + Update() + IsKeyDown() + IsKeyUp() + IsKeyPressed() + IsKevReleased() + IsMouseDownLeft() + IsMouseUpLeft() + IsMousePressedLeft() + IsMouseReleasedLeft() + IsMouseDownRight() and 7 more... GLInputHandler m eventQueue m keyStateSize keyboardState lastKeyboardState mouseButtonStates mouseDeltaX mouseDeltaY + GLInputHandler() + Update() + IsKeyDown() + IsKeyUp() + IsKeyPressed() + IsKeyReleased() + IsMouseDownLeft() + IsMouseUpLeft() + IsMousePressedLeft() + IsMouseReleasedLeft() and 8 more... ProcessButtonEvent() ProcessMotionEvent() ProcessEventQueue() PushEvent() HandleEvents()