```
Singleton < DerivedClass >
# p
+ GetInstance()
# Singleton()
              < InputManager >
Singleton < InputManager >
# p
+ GetInstance()
# Singleton()
      InputManager
 - input
 + Initialise()
 + Update()
 + IsKeyDown()
 + IsKeyUp()
 + IsKeyPressed()
 + IsKeyReleased()
 + IsMouseDownLeft()
 + IsMouseUpLeft()
 + IsMousePressedLeft()
 + IsMouseReleasedLeft()
 and 8 more...
```