

EventClass : class

## EventCallback

- + Bind(EventHandlerClass\*) :void
- + GetAllocator() :Memory::IAllocator\* {query}
- + operator-=(EventHandlerClass\*) :EventCallback&
- + operator+=(EventHandlerClass\*) :EventCallback&
- + Raise(EventClass&) :void
- + SetAllocator(Memory::IAllocator\*) :void
- + Unbind(IEventHandler\*) :void

## **IEvent**

- + GetType() :Type {query}
- + ~IEvent()