

Event

```
classDiagram
    class Event
    class GamepadAxisMovedEvent
    GamepadAxisMovedEvent --|> Event
```

The diagram consists of two rectangular boxes. The top box is labeled 'Event' and the bottom box is labeled 'GamepadAxisMovedEvent'. A vertical arrow points from the top edge of the bottom box to the bottom edge of the top box, indicating a generalization (inheritance) relationship.

GamepadAxisMovedEvent