

Event

```
graph BT; CharPressedEvent --> KeyEvent; KeyEvent --> Event;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'Event' class. Below it is the 'KeyEvent' class, with an upward-pointing arrow indicating inheritance from 'Event'. At the bottom is the 'CharPressedEvent' class, with an upward-pointing arrow indicating inheritance from 'KeyEvent'.

KeyEvent

CharPressedEvent