

Keyboard::handleKeyEvent

```
graph LR; A[Keyboard::handleKeyEvent] --> B[Keyboard::backSpace]; A --> C[Keyboard::getBounds];
```

The diagram illustrates a branching structure. A central gray box labeled 'Keyboard::handleKeyEvent' has two blue arrows pointing to the right. The top arrow points to a white box labeled 'Keyboard::backSpace', and the bottom arrow points to a white box labeled 'Keyboard::getBounds'.

Keyboard::backSpace

Keyboard::getBounds