

InputStateTypeInfo

```
classDiagram
    class InputStateTypeInfo {
    }
    class CustomDeviceState {
        + buttons
        + x
        + y
        + format
    }
    CustomDeviceState --|> InputStateTypeInfo
```

The diagram illustrates a class hierarchy. At the top is the 'InputStateTypeInfo' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'CustomDeviceState' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a list of attributes: '+ buttons', '+ x', '+ y', and '+ format'. The bottom compartment is empty. A blue arrow with an open triangular head points from the top of the 'CustomDeviceState' class to the bottom of the 'InputStateTypeInfo' class, indicating that 'CustomDeviceState' inherits from 'InputStateTypeInfo'.

CustomDeviceState

+ buttons

+ x

+ y

+ format