

InputEvent



```
graph BT; WinRTKeyboardEvent --> InputEvent
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'WinRTKeyboardEvent'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box labeled 'InputEvent' positioned above it. Both boxes have a black border.

WinRTKeyboardEvent