

```
boost::statechart::  
event< EvKeyPressA<  
    TSource, TObjectTag > >
```

A UML class diagram showing inheritance. The base class is 'boost::statechart::event< EvKeyPressA< TSource, TObjectTag > >' and the derived class is 'keyboard\_client::EvKeyPressA< TSource, TObjectTag >'. A blue arrow with an open triangle head points from the derived class to the base class. Both classes are represented as rectangles with three horizontal compartments. The top compartment contains the class name, the middle is empty, and the bottom is empty for the base class, and shaded gray for the derived class.

```
keyboard_client::EvKeyPress  
A< TSource, TObjectTag >
```