

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

A UML class diagram showing inheritance. The base class is 'boost::statechart::event< EvKeyPressI< TSource, TObjectTag > >' and the derived class is 'keyboard\_client::EvKeyPressI< 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 compartment is empty, and the bottom compartment is also empty.

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