

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

```
classDiagram
    class boost_statechart_event["boost::statechart::event< EvKeyPressA< TSource, TOrthogonal > >"]
    class cl_keyboard_ev_key_press_a["cl_keyboard::EvKeyPressA< TSource, TOrthogonal >"]
    boost_statechart_event <|-- cl_keyboard_ev_key_press_a
```

The diagram shows a UML class hierarchy. The base class, `boost::statechart::event< EvKeyPressA< TSource, TOrthogonal > >`, is represented by a white box with a thin black border. It has two empty rectangular compartments below the name. The derived class, `cl_keyboard::EvKeyPressA< TSource, TOrthogonal >`, is represented by a gray box with a thick black border. It also has two empty rectangular compartments below the name. A blue arrow with an open triangular head points from the top of the derived class box to the bottom of the base class box, indicating inheritance.

```
cl_keyboard::EvKeyPressA  
< TSource, TOrthogonal >
```