

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

A UML class diagram showing inheritance. The base class is 'boost::statechart::event< EvKeyPressY< TSource, TObjectTag > >' and the derived class is 'cl\_keyboard::EvKeyPressY< TSource, TObjectTag >'. A blue arrow with an open triangle head points from the derived class to the base class. Both class boxes are divided into three horizontal compartments: the top for the class name, and two empty compartments below for attributes and methods.

```
cl_keyboard::EvKeyPressY  
< TSource, TObjectTag >
```