

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

```
classDiagram
    class boost_statechart_event["boost::statechart::event< EvKeyPressY< TSource, TObjectTag > >"]
    class cl_keyboard_ev_key_press_y["cl_keyboard::EvKeyPressY< TSource, TObjectTag >"]
    boost_statechart_event <|-- cl_keyboard_ev_key_press_y
```

The diagram shows two class boxes. The top box is white and contains the text 'boost::statechart::event< EvKeyPressY< TSource, TObjectTag > >'. The bottom box is gray and contains the text 'cl\_keyboard::EvKeyPressY< TSource, TObjectTag >'. A blue arrow with an open triangle head points from the bottom box to the top box, indicating inheritance.

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