

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

A UML class diagram showing inheritance. The base class, `boost::statechart::event< EvKeyPressH< TSource, TObjectTag > >`, is represented by a white box with a black border and is divided into three horizontal compartments. The top compartment contains the class name, the middle is empty, and the bottom is empty. The derived class, `keyboard_client::EvKeyPressH< TSource, TObjectTag >`, is represented by a gray box with a black border and is also divided into three horizontal compartments. The top compartment contains the class name, and the middle and bottom compartments are empty. 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.

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