

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

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

The diagram shows two class boxes. The top box, representing `boost::statechart::event< EvKeyPressT< TSource, TObjectTag > >`, has a white background and a thin grey border. The bottom box, representing `cl_keyboard::EvKeyPressT< TSource, TObjectTag >`, has a grey background and a thick black border. A blue arrow with an open triangular head points from the bottom box to the top box, indicating inheritance.

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