

e2XD::framework::InputHandler

```
classDiagram
    class e2XD_framework_SFMLInputHandler["e2XD::framework::SFMLInputHandler"]
    class e2XD_framework_InputHandler["e2XD::framework::InputHandler"]
    e2XD_framework_SFMLInputHandler --|> e2XD_framework_InputHandler
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box representing the base class, `e2XD::framework::SFMLInputHandler`. A blue arrow points upwards from this box to a white box at the top representing the derived class, `e2XD::framework::InputHandler`. This indicates that `SFMLInputHandler` inherits from `InputHandler`.

e2XD::framework::SFMLInput
Handler