

e2XD::framework::InputHandler



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

The diagram illustrates a class hierarchy. At the top is a white box with a black border containing the text 'e2XD::framework::InputHandler'. Below it is a gray box with a black border containing the text 'e2XD::framework::internal::SFMLInputHandler'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that the gray box inherits from the white box.

e2XD::framework::internal
::SFMLInputHandler