

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 white box with a black border containing the text "e2XD::framework::SFMLInputHandler". Above it is a gray box with a black border containing the text "e2XD::framework::InputHandler". A blue arrow points from the top center of the white box to the bottom center of the gray box, indicating that SFMLInputHandler inherits from InputHandler.

e2XD::framework::SFMLInput  
Handler