

EventBase



```
classDiagram
    class EventBase
    class MouseButtonEvent
    MouseButtonEvent --|> EventBase
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'EventBase'. Below it is a gray rectangular box labeled 'MouseButtonEvent'. A blue arrow points from the top of the 'MouseButtonEvent' box to the bottom of the 'EventBase' box, indicating that 'MouseButtonEvent' inherits from 'EventBase'.

MouseButtonEvent