```
AUserInput::SKeyStates
+ up
+ down
+ left
+ right
+ isUp
+ isDown
+ isLeft
+ isRight
+ nullStates()
             #m sKeys
      AUserInput
```

+ AUserInput() + ~AUserInput() + userInput_keyPress() + userInput_keyRelease() + userInput_mousePress() + userInput_mouseRelease()