

PirateGame::View::setUpView

```
graph LR; A[PirateGame::View::setUpView] --> B[PirateGame::GlobalValues::getInstance]; A --> C[PirateGame::GlobalValues::getWindow];
```

The diagram illustrates a function call sequence. A grey rectangular box on the left contains the text 'PirateGame::View::setUpView'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'PirateGame::GlobalValues::getInstance'. The bottom arrow points to another white rectangular box containing 'PirateGame::GlobalValues::getWindow'.

PirateGame::GlobalValues
::getInstance

PirateGame::GlobalValues
::getWindow