

GameScreen::draw



```
graph LR; A[GameScreen::draw] --> B[MonopolyGameEngine::getAllPropertyDataTexts];
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "GameScreen::draw". A dark blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text "MonopolyGameEngine::getAllPropertyDataTexts".

MonopolyGameEngine
::getAllPropertyDataTexts