

GameScreen::draw



```
graph LR; A[GameScreen::draw] --> B["monopolyGameEngine::getHotelSprite"]
```

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::getHotelSprite" in two lines.

monopolyGameEngine
::getHotelSprite