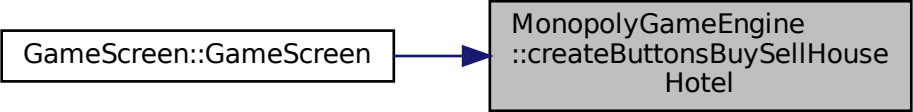


GameScreen::GameScreen



```
graph LR; A[GameScreen::GameScreen] --> B["MonopolyGameEngine  
::createButtonsBuySellHouse  
Hotel"]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'GameScreen::GameScreen'. The right box is gray with a black border and contains the text 'MonopolyGameEngine', '::createButtonsBuySellHouse', and 'Hotel' on three separate lines.

MonopolyGameEngine
::createButtonsBuySellHouse
Hotel