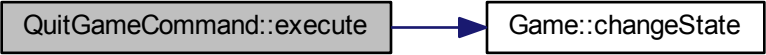


QuitGameCommand::execute



```
graph LR; A[QuitGameCommand::execute] --> B[Game::changeState]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'QuitGameCommand::execute'. The right box is white and contains the text 'Game::changeState'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Game::changeState