

SDLModule::SDLModule

```
graph LR; A[SDLModule::SDLModule] --> B[Graphics::setGameName]; A --> C[Graphics::setLibName];
```

The diagram illustrates a class or module relationship. On the left, a gray rectangular box contains the text 'SDLModule::SDLModule'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text 'Graphics::setGameName'. The bottom arrow points to another white rectangular box containing the text 'Graphics::setLibName'. All boxes have a thin black border.

Graphics::setGameName

Graphics::setLibName