

SFMLModule::display

```
graph LR; A[SFMLModule::display] --> B[SFMLModule::initRectangle]; A --> C[SFMLModule::setStat];
```

The diagram illustrates a function call sequence. A grey rectangular box on the left contains the text 'SFMLModule::display'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'SFMLModule::initRectangle'. The bottom arrow points to another white rectangular box containing 'SFMLModule::setStat'. All boxes have a thin black border.

SFMLModule::initRectangle

SFMLModule::setStat