

SDLModule::SDLModule



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'SDLModule::SDLModule'. The right box is gray with a black border and contains the text 'Graphics::setGameName'.

Graphics::setGameName