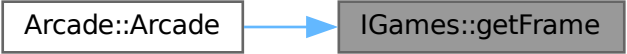


Arcade::Arcade



```
graph LR; A[Arcade::Arcade] --> B[IGames::getFrame]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'Arcade::Arcade'. The right box is gray with a black border and contains the text 'IGames::getFrame'. A blue arrow points from the right side of the left box to the left side of the right box.

IGames::getFrame