

Window::Draw



```
graph LR; A[Window::Draw] --> B[FBuf::clear]
```

A diagram showing a call from `Window::Draw` to `FBuf::clear`. The `Window::Draw` box is shaded gray, and the `FBuf::clear` box is white. A blue arrow points from the right side of the `Window::Draw` box to the left side of the `FBuf::clear` box.

FBuf::clear