

HelloTriangleGame::tick



```
graph LR; A[HelloTriangleGame::tick] --> B[IRenderer::drawTriangle]
```

A diagram showing a call from `HelloTriangleGame::tick` to `IRenderer::drawTriangle`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

IRenderer::drawTriangle