

MainWindow::init



```
graph LR; A[MainWindow::init] --> B[Camera::getFPS]
```

The diagram illustrates a function call. On the left, a white rectangular box with a red border contains the text 'MainWindow::init'. A dark blue arrow points from the right side of this box to the left side of a gray rectangular box with a black border on the right, which contains the text 'Camera::getFPS'.

Camera::getFPS