

Game::Component::Item  
::update



```
graph LR; A[Game::Component::Item::update] --> B[BeerEngine::Time::GetDeltaTime]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Game::Component::Item' on the top line and '::update' on the bottom line. The right box is white with a black border and contains the text 'BeerEngine::Time::GetDeltaTime'. A blue arrow points from the right side of the left box to the left side of the right box.

BeerEngine::Time::GetDeltaTime