

SDLDisplayProgram::
SDLDisplayProgram



```
graph LR; A[SDLDisplayProgram::  
SDLDisplayProgram] --> B[ResourceManager::GetInstance];
```

A diagram showing a call from the SDLDisplayProgram class to the ResourceManager::GetInstance method. The call is represented by a blue arrow pointing from the SDLDisplayProgram box to the ResourceManager::GetInstance box.

ResourceManager::GetInstance