

SDLDisplayProgram::
PyClearKeyEventQueue



```
graph LR; A[SDLDisplayProgram::PyClearKeyEventQueue] --> B[GamePlayState::clearKeyEventQueue];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a gray background and contains the text 'SDLDisplayProgram::PyClearKeyEventQueue'. The right box has a white background and contains the text 'GamePlayState::clearKeyEventQueue'.

GamePlayState::clearKeyEvent
Queue