

SDLDisplayProgram::  
PyChooseSpriteAnimation

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graph LR; A[SDLDisplayProgram::PyChooseSpriteAnimation] --> B[SpriteComponent::GetAnimator]; A --> C[Animator::SetCurrentAnimation];
```

The diagram illustrates a sequence of calls. On the left, a grey rectangular box contains the text 'SDLDisplayProgram::PyChooseSpriteAnimation'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'SpriteComponent::GetAnimator'. The bottom arrow points to another white rectangular box containing 'Animator::SetCurrentAnimation'. All boxes have a thin black border.

SpriteComponent::GetAnimator

Animator::SetCurrentAnimation