

PYBIND11\_MODULE

SDLDisplayProgram::  
PyGetGameObjectState

GameObjectState::IsDynamic

```
graph LR; A[PYBIND11_MODULE] --> B[SDLDisplayProgram::PyGetGameObjectState]; B --> C[GameObjectState::IsDynamic];
```

The diagram illustrates a sequence of three components connected by arrows. The first component, 'PYBIND11\_MODULE', is in a white box. An arrow points to the second component, 'SDLDisplayProgram::PyGetGameObjectState', which is also in a white box. A second arrow points from the second component to the third component, 'GameObjectState::IsDynamic', which is in a gray box. This suggests a call chain or a sequence of operations starting from the module level, through a display program's state retrieval function, to a specific state attribute.