

SDLDisplayProgram::
UpdateStep



```
graph LR; A[SDLDisplayProgram::UpdateStep] --> B[GameState::Update]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'SDLDisplayProgram::UpdateStep'. The right box is white with a black border and contains the text 'GameState::Update'. A blue arrow points from the right side of the gray box to the left side of the white box.

GameState::Update