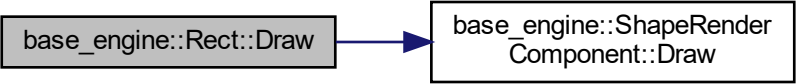


base_engine::Rect::Draw



```
graph LR; A[base_engine::Rect::Draw] --> B[base_engine::ShapeRenderComponent::Draw]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'base_engine::Rect::Draw'. The right box is white and contains the text 'base_engine::ShapeRenderComponent::Draw'. A dark blue arrow points from the right side of the left box to the left side of the right box.

base_engine::ShapeRender
Component::Draw