

GamesWindow::updateWindow

```
graph LR; A[GamesWindow::updateWindow] --> B[Game::getDrawingSprite]; A --> C[Game::getDrawingText];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'GamesWindow::updateWindow'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Game::getDrawingSprite'. The bottom arrow points to another white rectangular box containing 'Game::getDrawingText'.

Game::getDrawingSprite

Game::getDrawingText