

GameEntity::Render

```
graph LR; A[GameEntity::Render] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram illustrates a sequence of function calls. It starts with a gray rectangular box labeled 'GameEntity::Render'. A straight blue arrow points from this box to a white rectangular box with a black border labeled 'GameEntity::GetComponent'. Above the 'GameEntity::GetComponent' box, a curved blue arrow loops back to its own left side, indicating a recursive or self-call within the 'GetComponent' function.

GameEntity::GetComponent