


GameState::updateInput



```
graph LR; A[GameState::updateInput] --> B[State::checkForQuit]
```

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

State::checkForQuit