

Engine::OnInitialize

Engine::OnUpdate

Engine::RenderUI

Application::GetECSWorld

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graph LR; A[Engine::OnInitialize] --> D[Application::GetECSWorld]; B[Engine::OnUpdate] --> D; C[Engine::RenderUI] --> D;
```

The diagram illustrates a dependency or data flow. On the left, three white rectangular boxes are stacked vertically, each containing a method name from the Engine namespace: 'Engine::OnInitialize' at the top, 'Engine::OnUpdate' in the middle, and 'Engine::RenderUI' at the bottom. On the right, there is a single, wider grey rectangular box containing the method name 'Application::GetECSWorld'. Three blue arrows originate from the right side of each of the three white boxes and point towards the left side of the grey box, indicating that each engine method interacts with or provides data to the application's GetECSWorld method.