

StartPlayState::onEntry

StartPlayState::onExit

StartPlayState::mainWindow

```
graph LR; A[StartPlayState::onEntry] --> C[StartPlayState::mainWindow]; B[StartPlayState::onExit] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'StartPlayState::onEntry' and the bottom box contains 'StartPlayState::onExit'. Both boxes have a black border and a white background. On the right, there is a single box containing the text 'StartPlayState::mainWindow'. This box also has a black border but has a light gray fill. Two blue arrows point from the right side of the left boxes to the left side of the right box. The top arrow originates from the right side of the 'onEntry' box and points to the top edge of the 'mainWindow' box. The bottom arrow originates from the right side of the 'onExit' box and points to the bottom edge of the 'mainWindow' box.