


Strawberry::Draw



```
graph LR; A[Strawberry::Draw] --> B[AnimationManager::Draw]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Strawberry::Draw". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "AnimationManager::Draw". Both boxes have a thin black border.

AnimationManager::Draw