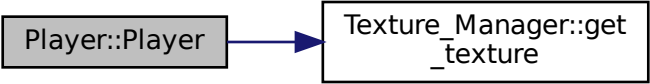


Player::Player



```
graph LR; A[Player::Player] --> B[Texture_Manager::get_texture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Player::Player'. The right box is white and contains the text 'Texture_Manager::get_texture' on two lines. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Texture_Manager::get
_texture