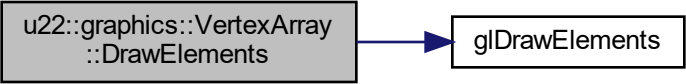


u22::graphics::VertexArray
::DrawElements



```
graph LR; A["u22::graphics::VertexArray  
::DrawElements"] --> B["glDrawElements"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'u22::graphics::VertexArray' on the top line and '::DrawElements' on the bottom line. The right box is white with a black border and contains the text 'glDrawElements'. A blue arrow points from the right side of the left box to the left side of the right box.

glDrawElements