

gui::BoutonCocher::init



```
graph LR; A[gui::BoutonCocher::BoutonCocher] --> B[gui::BoutonCocher::init];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'gui::BoutonCocher::init'. The box on the right is white and contains the text 'gui::BoutonCocher:: BoutonCocher' on two lines. A dark blue arrow points from the right box to the left box, indicating a call or relationship between the two.

gui::BoutonCocher::  
BoutonCocher