

scenes::winScene::WinScene  
::buttonIndexAt

```
graph LR; A[scenes::winScene::WinScene::buttonIndexAt] --> B[ui::widgets::contains]; B --> B;
```

The diagram illustrates a function call. A grey rectangular box on the left contains the text 'scenes::winScene::WinScene' followed by '::buttonIndexAt' on a new line. A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text 'ui::widgets::contains'. A blue curved arrow originates from the top of the white box and points back to its top, indicating a self-call or a loop.

ui::widgets::contains