

scenes::menuScene::
MenuScene::onEnter

scenes::menuScene::
MenuScene::update

scenes::menuScene::
MenuScene::rebuildLayout

```
graph LR; A["scenes::menuScene::MenuScene::onEnter"] --> C["scenes::menuScene::MenuScene::rebuildLayout"]; B["scenes::menuScene::MenuScene::update"] --> C;
```

The diagram illustrates a function call or dependency relationship. On the left, two white rectangular boxes with black borders contain the function names 'scenes::menuScene::MenuScene::onEnter' and 'scenes::menuScene::MenuScene::update'. On the right, a gray rectangular box with a black border contains the function name 'scenes::menuScene::MenuScene::rebuildLayout'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'onEnter' and 'update' functions call or depend on 'rebuildLayout'.