

gameapplication::GameApplication::run



```
graph LR; A[gameapplication::GameApplication::run] --> B[gameapplication::GameApplication::drawFrame];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'gameapplication::GameApplication::run'. The right box is gray with a black border and contains the text 'gameapplication::GameApplication::drawFrame'.

gameapplication::GameApplication
::drawFrame