

MainWindow::MainWindow

```
graph LR; A[MainWindow::MainWindow] --> B[MainWindow::InitWidgets]; B --> C[MainWindow::ToggleGameView];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'MainWindow::MainWindow', followed by an arrow pointing to a box labeled 'MainWindow::InitWidgets', which then points to a final box labeled 'MainWindow::ToggleGameView'. The first two boxes are white with black borders, while the third box is solid gray with a black border.

MainWindow::InitWidgets

MainWindow::ToggleGameView