

TunezHandler::play

loop

stateMachine::update

```
graph LR; A[TunezHandler::play] --> B[loop]; B --> C[stateMachine::update];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'TunezHandler::play', which points via a blue arrow to a box labeled 'loop'. The 'loop' box then points via another blue arrow to a final box labeled 'stateMachine::update'. The final box is shaded gray, indicating it is the terminal step in this sequence.