

CCharacter::draw

```
graph LR; A[CCharacter::draw] --> B[Weapons::draw]; B --> C[CProjectile::draw];
```

The diagram illustrates a sequence of three drawing calls. The first call, 'CCharacter::draw', is contained within a gray rectangular box. A dark blue arrow points from the right side of this box to the left side of the second box. The second box, 'Weapons::draw', is white with a black border. Another dark blue arrow points from the right side of the second box to the left side of the third box. The third box, 'CProjectile::draw', is also white with a black border. All three boxes are aligned horizontally.

Weapons::draw

CProjectile::draw