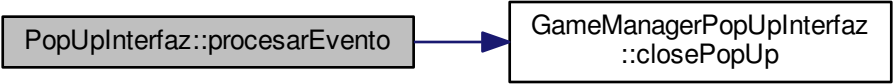


PopUpInterfaz::procesarEvento



```
graph LR; A[PopUpInterfaz::procesarEvento] --> B[GameManagerPopUpInterfaz::closePopUp]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'PopUpInterfaz::procesarEvento'. The right box is white with a black border and contains the text 'GameManagerPopUpInterfaz::closePopUp'. A blue arrow points from the right side of the left box to the left side of the right box.

GameManagerPopUpInterfaz
::closePopUp