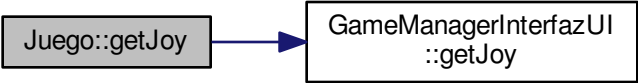


Juego::getJoy



```
graph LR; A[Juego::getJoy] --> B[GameManagerInterfazUI::getJoy]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Juego::getJoy'. The right box is white and contains the text 'GameManagerInterfazUI::getJoy'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameManagerInterfazUI
::getJoy