

Juego::getSegundosInicio
Nivel



```
graph LR; A[Juego::getSegundosInicio  
Nivel] --> B[LTimer::getTicks]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Juego::getSegundosInicio' on the top line and 'Nivel' on the bottom line. The right box is white with a black border and contains the text 'LTimer::getTicks'. A blue arrow points from the right side of the gray box to the left side of the white box.

LTimer::getTicks