

ControlSystem::init

GameEngine::start

main

```
graph RL; main --> GameEngine::start; GameEngine::start --> ControlSystem::init;
```

The diagram illustrates a sequence of function calls in a program. It consists of three rectangular boxes arranged horizontally from right to left. The rightmost box is labeled 'main'. A dark blue arrow points from the right side of the 'main' box to the right side of the middle box, which is labeled 'GameEngine::start'. Another dark blue arrow points from the right side of the 'GameEngine::start' box to the right side of the leftmost box, which is labeled 'ControlSystem::init'. The 'ControlSystem::init' box has a light gray fill, while the other two boxes are white. All boxes have a black border.