

GraphicsManager::Render



```
graph LR; A[GraphicsManager::Render] --> B[DeviceManager::GetBackBuffer]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'GraphicsManager::Render'. The right box is gray with a black border and contains the text 'DeviceManager::GetBackBuffer'.

DeviceManager::GetBackBuffer