

Engine::InitializeGUI

```
graph LR; A[Engine::InitializeGUI] --> B[SDLGraphicsEngineRenderer::GetRenderer]; A --> C[SDLGraphicsEngineRenderer::GetWindow];
```

The diagram illustrates a function call sequence. A grey box on the left labeled 'Engine::InitializeGUI' has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'SDLGraphicsEngineRenderer::GetRenderer' and the bottom white box is labeled 'SDLGraphicsEngineRenderer::GetWindow'.

SDLGraphicsEngineRenderer
::GetRenderer

SDLGraphicsEngineRenderer
::GetWindow