

GolfBall::Init

TestModel::Init

MeshRenderer::Init

```
graph LR; A[GolfBall::Init] --> C[MeshRenderer::Init]; B[TestModel::Init] --> C;
```

The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, labeled 'GolfBall::Init' and 'TestModel::Init', have blue arrows pointing to a single gray rectangular box on the right labeled 'MeshRenderer::Init'. This indicates that both 'GolfBall::Init' and 'TestModel::Init' depend on or call 'MeshRenderer::Init'.