

SensorObject::display



```
graph LR; A[SensorObject::display] --> B[to_string]
```

A diagram showing a call from the `SensorObject::display` method to the `to_string` method. The `SensorObject::display` box is shaded gray, and the `to_string` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

to_string