

ruleEngine.rules.atomicRules.  
CheckIsEmptyPath.initMap

```
graph LR; A["ruleEngine.rules.atomicRules.  
CheckIsEmptyPath.initMap"] --> B["ruleEngine.Coordinates.getX"]; A --> C["ruleEngine.Coordinates.getY"];
```

ruleEngine.Coordinates.getX

ruleEngine.Coordinates.getY