

game.board.Board.delUnit

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graph LR; A[game.board.Board.delUnit] --> B[game.board.Board.isValidCoordinate]; A --> C[game.board.Board.getOffset];
```

The diagram illustrates a sequence of operations on a game board. A central box labeled 'game.board.Board.delUnit' has two arrows pointing to the right. The top arrow points to a box labeled 'game.board.Board.isValidCoordinate', and the bottom arrow points to a box labeled 'game.board.Board.getOffset'.

game.board.Board.isValid
Coordinate

game.board.Board.getOffset