

Games.Trylma.ServerTest.set
AvailableFields

Games.Trylma.ServerTest.who
WinTheGame

Game.Game.getRules

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graph LR; A[Games.Trylma.ServerTest.set AvailableFields] --> C[Game.Game.getRules]; B[Games.Trylma.ServerTest.who WinTheGame] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Games.Trylma.ServerTest.set AvailableFields' and the bottom box contains 'Games.Trylma.ServerTest.who WinTheGame'. On the right, there is a gray rectangular box with a black border containing the text 'Game.Game.getRules'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that the two methods on the left depend on or interact with the 'getRules' method on the right.