

socketServer.Player.run

Games.Trylma.ServerTest.set  
AvailableFields

Game.Game.showPossibilities

```
graph LR; A[socketServer.Player.run] --> C[Game.Game.showPossibilities]; B[Games.Trylma.ServerTest.set AvailableFields] --> C;
```

The diagram illustrates a directed graph with three nodes. On the left, there are two source nodes: 'socketServer.Player.run' (top) and 'Games.Trylma.ServerTest.set AvailableFields' (bottom). Both source nodes have arrows pointing to a single target node on the right, 'Game.Game.showPossibilities'. The target node is shaded gray, while the source nodes are white with black borders.