

uvsim.editor.Editor.save

uvsim.gui.App.save

uvsim.editor.Editor.save\_as

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graph LR; A[uvsim.editor.Editor.save] --> C[uvsim.editor.Editor.save_as]; B[uvsim.gui.App.save] --> C;
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The diagram illustrates a dependency or inheritance relationship. Two source methods, 'uvsim.editor.Editor.save' and 'uvsim.gui.App.save', are shown in white boxes on the left. Blue arrows point from each of these source boxes to a single target box on the right, which is shaded gray and contains the text 'uvsim.editor.Editor.save\_as'.