

al.tonikolaba.entity.Player  
Test.TestGetTimeToString

```
graph LR; A["al.tonikolaba.entity.Player  
Test.TestGetTimeToString"] --> B["al.tonikolaba.entity.Player.get  
TimeToString"]; A --> C["al.tonikolaba.entity.Player.setTime"]
```

The diagram illustrates a test method, `Test.TestGetTimeToString`, which is shown in a grey box on the left. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing the text `al.tonikolaba.entity.Player.getTimeToString`. The bottom arrow points to another white box containing the text `al.tonikolaba.entity.Player.setTime`. This visualizes the test method interacting with the `Player` entity's `getTimeToString` and `setTime` methods.

al.tonikolaba.entity.Player.get  
TimeToString

al.tonikolaba.entity.Player.setTime