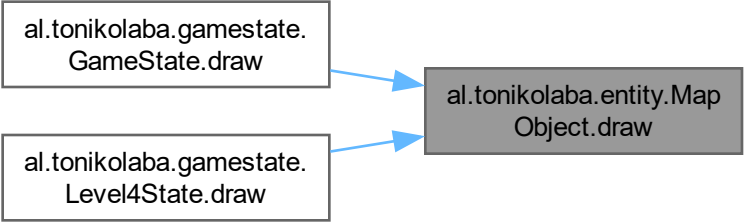


al.tonikolaba.gamestate.
GameState.draw

al.tonikolaba.gamestate.
Level4State.draw

al.tonikolaba.entity.Map
Object.draw



```
graph LR; A[al.tonikolaba.gamestate.GameState.draw] --> C[al.tonikolaba.entity.MapObject.draw]; B[al.tonikolaba.gamestate.Level4State.draw] --> C;
```

The diagram illustrates a dependency or inheritance relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'al.tonikolaba.gamestate.GameState.draw' and the bottom box contains 'al.tonikolaba.gamestate.Level4State.draw'. On the right, there is a single gray rectangular box with a black border containing the text 'al.tonikolaba.entity.MapObject.draw'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both GameState.draw and Level4State.draw depend on or inherit from MapObject.draw.