

al.tonikolaba.handlers.Keys
Test.isPressedTest

al.tonikolaba.main.GamePanel.key
Pressed

al.tonikolaba.main.GamePanel.key
Released

al.tonikolaba.handlers.Keys
Test.updateTest

al.tonikolaba.handlers.Keys.keySet

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graph LR; A["al.tonikolaba.handlers.Keys<br/>Test.isPressedTest"] --> D["al.tonikolaba.handlers.Keys.keySet"]; B["al.tonikolaba.main.GamePanel.key<br/>Pressed"] --> D; C["al.tonikolaba.main.GamePanel.key<br/>Released"] --> D; E["al.tonikolaba.handlers.Keys<br/>Test.updateTest"] --> D;
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The diagram illustrates a dependency or data flow. On the left, there are four rectangular boxes, each containing a fully qualified class name and a method name. These boxes are arranged vertically. On the right, there is a single, wider rectangular box, also containing a fully qualified class name and a method name. Four blue arrows originate from the right side of each of the four boxes on the left and point towards the left side of the box on the right. The box on the right is shaded gray, while the boxes on the left are white with black borders.