

al.tonikolaba.gamestate.
GameState.draw

al.tonikolaba.gamestate.
Level4State.draw

al.tonikolaba.entity.HUD.draw

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graph LR; A[al.tonikolaba.gamestate.GameState.draw] --> C[al.tonikolaba.entity.HUD.draw]; B[al.tonikolaba.gamestate.Level4State.draw] --> C;
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The diagram illustrates a dependency or call relationship. Two source methods, 'al.tonikolaba.gamestate.GameState.draw' and 'al.tonikolaba.gamestate.Level4State.draw', are shown in white boxes on the left. Blue arrows point from each of these boxes to a single target method, 'al.tonikolaba.entity.HUD.draw', which is shown in a gray box on the right.