

FunctionalUnit::displayEnergy



```
graph LR; A[FunctionalUnit::displayEnergy] --> B[Area::get_area]
```

A diagram showing a call from the `FunctionalUnit::displayEnergy` method to the `Area::get_area` method. The source method is in a gray box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

Area::get_area