

RenderAreaManager::
modifyShape



```
graph LR; A[RenderAreaManager::modifyShape] --> B[Square::setY];
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "RenderAreaManager::modifyShape". A blue arrow points from the right side of this box to a gray rectangular box with a black border on the right, which contains the text "Square::setY".

Square::setY