


Player2D::update



```
graph LR; A[Player2D::update] --> B[MovableEntity2D::update]; B --> C[Entity2D::getBounds];
```

The diagram illustrates a sequence of three method calls in a horizontal flow. The first box, 'Player2D::update', is white with a black border. A blue arrow points from its right side to the second box, 'MovableEntity2D::update', which is also white with a black border. Another blue arrow points from the right side of the second box to the third box, 'Entity2D::getBounds', which is gray with a black border. All boxes are rectangular and of equal height.

MovableEntity2D::update

Entity2D::getBounds