

APT\_ROIActor::ConvertRoi  
ToJson

APT\_GridActor::CreateGridJSON

UPT\_SimulationComponent  
::CreateInterpolatedDataJson

UPT\_JSONConverter::  
SerializeJsonObjectToString

```
graph LR; A[APT_ROIActor::ConvertRoiToJson] --> D[UPT_JSONConverter::SerializeJsonObjectToString]; B[APT_GridActor::CreateGridJSON] --> D; C[UPT_SimulationComponent::CreateInterpolatedDataJson] --> D;
```

The diagram illustrates a dependency or reuse relationship. Three distinct methods from different classes (APT\_ROIActor, APT\_GridActor, and UPT\_SimulationComponent) are shown on the left, each with a blue arrow pointing to a single target method (UPT\_JSONConverter::SerializeJsonObjectToString) on the right. The target method is highlighted with a gray background, while the source methods are in white boxes.