

Entity::setIsAlive



```
graph LR; A[Entity::setIsAlive] --> B[Entity::isAlive]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Entity::setIsAlive'. The right box is white and contains the text 'Entity::isAlive'. A blue arrow points from the right side of the gray box to the left side of the white box.

Entity::isAlive