

CollideComponent::Update

ControllerComponent  
::Update

GameObjectState::setIsJumping

```
graph LR; A[CollideComponent::Update] --> C[GameObjectState::setIsJumping]; B[ControllerComponent::Update] --> C;
```

The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, labeled 'CollideComponent::Update' and 'ControllerComponent::Update', have blue arrows pointing to a single gray rectangular box on the right labeled 'GameObjectState::setIsJumping'.