

RigidBodyComponent
::Update

TransformComponent
::Update

GameObjectState::setPrevY

```
graph LR; A[RigidBodyComponent::Update] --> C[GameObjectState::setPrevY]; B[TransformComponent::Update] --> C;
```

The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'RigidBodyComponent' followed by '::Update' on a new line. The bottom box contains 'TransformComponent' followed by '::Update' on a new line. Two blue arrows originate from the right side of these boxes. The arrow from the top box points to the left side of a gray rectangular box on the right. The arrow from the bottom box also points to the left side of the same gray box. The gray box contains the text 'GameObjectState::setPrevY'.