

Captain::Node::SourceUnit
::GetLeadingVehiclePtr

Captain::Node::SourceUnit
::PeekVehicle

Captain::SpinLockVehicle
Queue::Peek

```
graph LR; A["Captain::Node::SourceUnit  
::GetLeadingVehiclePtr"] --> C["Captain::SpinLockVehicle  
Queue::Peek"]; B["Captain::Node::SourceUnit  
::PeekVehicle"] --> C;
```

The diagram illustrates a relationship between two source unit methods and a common target method. On the left, two white rectangular boxes with black borders contain the text 'Captain::Node::SourceUnit ::GetLeadingVehiclePtr' (top) and 'Captain::Node::SourceUnit ::PeekVehicle' (bottom). On the right, a gray rectangular box with a black border contains the text 'Captain::SpinLockVehicle Queue::Peek'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both source unit methods interact with or call the target method.