

Captain::Node::SourceUnit
::GenerateVehiclesRandom

Captain::Node::SourceUnit
::PushVehicle

Captain::SpinLockVehicle
Queue::DefiniteEnqueue

```
graph LR; A["Captain::Node::SourceUnit::GenerateVehiclesRandom"] --> C["Captain::SpinLockVehicleQueue::DefiniteEnqueue"]; B["Captain::Node::SourceUnit::PushVehicle"] --> C;
```

The diagram illustrates a control flow or dependency. Two source unit methods, 'Captain::Node::SourceUnit::GenerateVehiclesRandom' and 'Captain::Node::SourceUnit::PushVehicle', are shown on the left. Both have blue arrows pointing to a common target method, 'Captain::SpinLockVehicleQueue::DefiniteEnqueue', which is highlighted in a grey box on the right.