

InteractiveTaskRectItem
::handleCellLeftClick

InteractiveTaskRectItem
::handleCellRightClick

InteractiveTaskRectItem
::updateCellColor

```
graph LR; A[InteractiveTaskRectItem::handleCellLeftClick] --> C[InteractiveTaskRectItem::updateCellColor]; B[InteractiveTaskRectItem::handleCellRightClick] --> C;
```

The diagram illustrates a call graph or dependency structure. On the left, there are two white rectangular boxes. The top box contains the text 'InteractiveTaskRectItem' followed by '::handleCellLeftClick' on a new line. The bottom box contains 'InteractiveTaskRectItem' followed by '::handleCellRightClick' on a new line. On the right, there is a gray rectangular box containing 'InteractiveTaskRectItem' followed by '::updateCellColor' on a new line. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box. The top arrow starts from the right side of the top white box and points to the left side of the gray box. The bottom arrow starts from the right side of the bottom white box and points to the left side of the gray box.