

Runner::updateClosest



```
graph LR; A[Runner::updateClosest] --> B[Runner::getClosest]
```

A diagram showing a call from the `Runner::updateClosest` method to the `Runner::getClosest` method. The `Runner::updateClosest` box is shaded gray, and the `Runner::getClosest` box is white. A blue arrow points from the gray box to the white box.

Runner::getClosest