

BlocksController::Blocks  
Controller

MoveStackController  
::MoveStackController

BlocksModel::puzzleSolved

```
graph LR; A[BlocksController::BlocksController] --> C[BlocksModel::puzzleSolved]; B[MoveStackController::MoveStackController] --> C;
```

The diagram illustrates a state transition or event handling mechanism. On the left, two rectangular boxes represent different controller objects: 'BlocksController::BlocksController' (top) and 'MoveStackController::MoveStackController' (bottom). Both boxes have a black border and white background. Arrows from the right side of each box point towards a single rectangular box on the right. This box, labeled 'BlocksModel::puzzleSolved', has a black border and a light gray fill, indicating it is the target state or a shared event. The arrows are blue with black outlines.