

poo.snake.Snake.eatApple

poo.snake.Snake.eatPineapple

poo.scenario.Scenario.add
SnakeBodyPart

```
graph LR; A[poo.snake.Snake.eatApple] --> C[poo.scenario.Scenario.add SnakeBodyPart]; B[poo.snake.Snake.eatPineapple] --> C;
```

The diagram illustrates a mapping from two source methods to a single target method. On the left, two white rectangular boxes with black borders contain the source method names: 'poo.snake.Snake.eatApple' (top) and 'poo.snake.Snake.eatPineapple' (bottom). On the right, a gray rectangular box with a black border contains the target method name: 'poo.scenario.Scenario.add SnakeBodyPart'. Two blue arrows originate from the right side of the source boxes and point towards the left side of the target box, indicating that both source methods are mapped to the same target method.