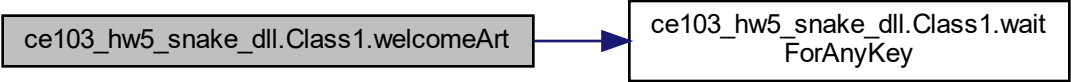


ce103_hw5_snake_dll.Class1.welcomeArt



```
graph LR; A[ce103_hw5_snake_dll.Class1.welcomeArt] --> B[ce103_hw5_snake_dll.Class1.waitForKey];
```

A diagram showing a call from the `ce103_hw5_snake_dll.Class1.welcomeArt` method to the `ce103_hw5_snake_dll.Class1.waitForKey` method. The first box is shaded gray and the second is white, both with black borders. A blue arrow points from the first box to the second.

ce103_hw5_snake_dll.Class1.wait
ForKey