

mouseClicked

a.survival.game.Mouse.mouse
Clicked



```
graph LR; A[a.survival.game.Mouse.mouse Clicked] --> B[mouseClicked];
```

The diagram illustrates a method call. A box on the right contains the text 'a.survival.game.Mouse.mouse Clicked', representing the object and the method being invoked. A blue arrow points from this box to a gray box on the left labeled 'mouseClicked', representing the target method.