

nsGame::Map::getEmptyPositions

```
graph LR; A[nsGame::Map::getEmptyPositions] --> B[nsGame::Map::getHeight]; A --> C[nsGame::Map::getWidth];
```

The diagram illustrates a function call branching into two sub-calls. A central box on the left, labeled 'nsGame::Map::getEmptyPositions', has two blue arrows pointing to two boxes on the right. The top box is labeled 'nsGame::Map::getHeight' and the bottom box is labeled 'nsGame::Map::getWidth'.

nsGame::Map::getHeight

nsGame::Map::getWidth