

game.gui.button.Button.draw

game.gui.checkbox.Checkbox.events

game.gui.inputbox.InputBox.events

game.gui.horizontal
_slider.HorizontalSlider.events

game.gui.inputbox.InputBox.is
_hovering_over

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graph LR; A[game.gui.button.Button.draw] --> D[game.gui.inputbox.InputBox.is_hovering_over]; B[game.gui.checkbox.Checkbox.events] --> D; C[game.gui.inputbox.InputBox.events] --> D; E[game.gui.horizontal_slider.HorizontalSlider.events] --> D;
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The diagram illustrates a dependency or data flow. On the left, there are four white rectangular boxes with black borders, each containing a text string. On the right, there is a single gray rectangular box with a black border, also containing a text string. Four blue arrows originate from the right side of each white box and point towards the left side of the gray box. The arrows are arranged vertically, corresponding to the vertical arrangement of the boxes. The gray box is positioned to the right of the white boxes and is slightly higher than the middle two.