

game.gui.button.Button.draw

game.gui.checkbox.Checkbox.events

game.gui.inputbox.InputBox.events

game.gui.horizontal
_slider.HorizontalSlider.events

game.gui.nametag.NameTag.is
_hovering_over

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graph LR; A[game.gui.button.Button.draw] --> D[game.gui.nametag.NameTag.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 inheritance relationship. On the left, four white rectangular boxes with black borders contain the following text: 'game.gui.button.Button.draw', 'game.gui.checkbox.Checkbox.events', 'game.gui.inputbox.InputBox.events', and 'game.gui.horizontal_slider.HorizontalSlider.events'. On the right, a single gray rectangular box with a black border contains the text 'game.gui.nametag.NameTag.is_hovering_over'. Four blue arrows originate from the right side of each white box and point towards the left side of the gray box, indicating that each of the four methods on the left is associated with or points to the method on the right.