

game.gui.button.Button.draw

game.gui.checkbox.Checkbox.events

game.gui.inputbox.InputBox.events

game.gui.horizontal
_slider.HorizontalSlider.events

game.gui.button.Button.is
_hovering_over

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graph LR; A[game.gui.button.Button.draw] --> D[game.gui.button.Button.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 call relationship. On the left, four white rectangular boxes are stacked vertically, each containing a method name. On the right, a single gray rectangular box contains a target method name. 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 calls or depends on the method on the right.