

game.gui.button.Button.draw

game.gui.checkbox.Checkbox.events

game.gui.inputbox.InputBox.events

game.gui.horizontal  
\_slider.HorizontalSlider.events

game.gui.horizontal  
\_slider.HorizontalSlider.is  
\_hovering\_over

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graph LR; A[game.gui.button.Button.draw] --> D[game.gui.horizontal_slider.HorizontalSlider.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, 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 text in the gray box is split across three lines.