

RenderPipeline::Execute

PropertiesWindow::Render

Camera::GetZoom



```
graph LR; A[RenderPipeline::Execute] --> C[Camera::GetZoom]; B[PropertiesWindow::Render] --> C;
```

The diagram illustrates a dependency where two different components, `RenderPipeline::Execute` and `PropertiesWindow::Render`, both call the `Camera::GetZoom` method. The callers are represented by white rectangular boxes on the left, while the target method is in a gray box on the right. Blue arrows indicate the direction of the calls from left to right.