

BackEnd.Controller.pauseGame

BackEnd.Board.resetGame

FrontEnd.Game.setRunning

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graph LR; A[BackEnd.Controller.pauseGame] --> C[FrontEnd.Game.setRunning]; B[BackEnd.Board.resetGame] --> C;
```

The diagram illustrates a dependency or data flow. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'BackEnd.Controller.pauseGame' and the bottom box contains 'BackEnd.Board.resetGame'. On the right, a gray rectangular box contains the text 'FrontEnd.Game.setRunning'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both back-end functions interact with or call the front-end function.