

getPosMelaY

```
graph LR; A[getPosMelaY] --> B[Snake.game.vipera.mela.getPosY]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'getPosMelaY'. The right box is white and contains the text 'Snake.game.vipera.mela.getPosY'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Snake.game.vipera.mela.getPosY