

Tennis.BallTouchController.
OnTouch



```
graph LR; A[Tennis.BallTouchController.OnTouch] --> B[GameRecordController.Hit]; A --> C[Tennis.BallTouchController.TouchGetScoreLeft];
```

The diagram illustrates a call sequence starting from a grey box on the left labeled 'Tennis.BallTouchController.OnTouch'. Two blue arrows originate from the right side of this box. The top arrow points to a white box labeled 'GameRecordController.Hit'. The bottom arrow points to another white box labeled 'Tennis.BallTouchController.TouchGetScoreLeft'.

GameRecordController.Hit

Tennis.BallTouchController.
TouchGetScoreLeft