

de.htwsaar.pong.zuse.controller.  
ChooseGameModeController.goToMultiplayer

de.htwsaar.pong.zuse.controller.  
ChooseGameModeController.goToSingleplayer

de.htwsaar.pong.zuse.model.  
GameOptions.setGameMode

```
graph LR; A[de.htwsaar.pong.zuse.controller.  
ChooseGameModeController.goToMultiplayer] --> C[de.htwsaar.pong.zuse.model.  
GameOptions.setGameMode]; B[de.htwsaar.pong.zuse.controller.  
ChooseGameModeController.goToSingleplayer] --> C;
```

The diagram illustrates a dependency or call relationship. Two methods from the controller package (left) are shown pointing via blue arrows to a single method in the model package (right). The controller methods are 'goToMultiplayer' and 'goToSingleplayer', while the model method is 'setGameMode'. The model method box is shaded gray, indicating it is the target of the calls.