

YukimaruGames.Terminal.Domain.
Model.CommandSpecification.Equals

YukimaruGames.Terminal.Domain.
Model.CommandSpecification.operator!=

YukimaruGames.Terminal.Domain.
Model.CommandSpecification.operator==

YukimaruGames.Terminal.Domain.
Model.CommandSpecification.Equals

```
graph LR; A[YukimaruGames.Terminal.Domain.  
Model.CommandSpecification.Equals] --> D[YukimaruGames.Terminal.Domain.  
Model.CommandSpecification.Equals]; B[YukimaruGames.Terminal.Domain.  
Model.CommandSpecification.operator!=] --> D; C[YukimaruGames.Terminal.Domain.  
Model.CommandSpecification.operator==] --> D;
```

The diagram consists of four rectangular boxes. Three boxes are arranged vertically on the left side, and one box is on the right side. Three blue arrows point from the three boxes on the left to the single box on the right. The box on the right is shaded gray, while the others are white with black borders. The text in the boxes represents code snippets for a game's terminal domain model.