

YukimaruGames.Terminal.Application.
Model.LogRenderData.CompareTo

YukimaruGames.Terminal.Application.
Model.LogRenderData.CompareTo

YukimaruGames.Terminal.Application.
Model.LogRenderData.Equals

YukimaruGames.Terminal.Application.
Model.LogRenderData.LogRenderData

```
graph LR; A[YukimaruGames.Terminal.Application.  
Model.LogRenderData.CompareTo] --> D[YukimaruGames.Terminal.Application.  
Model.LogRenderData.LogRenderData]; B[YukimaruGames.Terminal.Application.  
Model.LogRenderData.CompareTo] --> D; C[YukimaruGames.Terminal.Application.  
Model.LogRenderData.Equals] --> D;
```

The diagram illustrates a mapping or transformation. On the left, there are three separate boxes, each containing a fully qualified class name and a method name. These are: 'YukimaruGames.Terminal.Application.Model.LogRenderData.CompareTo' (top), 'YukimaruGames.Terminal.Application.Model.LogRenderData.CompareTo' (middle), and 'YukimaruGames.Terminal.Application.Model.LogRenderData.Equals' (bottom). On the right, there is a single, larger box with a gray background, containing the text 'YukimaruGames.Terminal.Application.Model.LogRenderData.LogRenderData'. Three blue arrows originate from the right side of each of the three boxes on the left and point towards the left side of the gray box on the right, indicating that the methods from the three source boxes are being mapped or transformed into the single target box.