

Object::getMatrix

Object::updateRotationMatrixY

multiplyMatrix

```
graph LR; A[Object::getMatrix] --> C[multiplyMatrix]; B[Object::updateRotationMatrixY] --> C;
```

The diagram illustrates a call graph where two methods, 'Object::getMatrix' and 'Object::updateRotationMatrixY', both call a common function named 'multiplyMatrix'. The source methods are represented by white boxes with black borders, while the target function is a gray box with a black border. Blue arrows indicate the direction of the calls from the source methods to the target function.