

com.ychstudio.listeners.  
B2DWorldContactListener.begin  
Contact

com.ychstudio.systems.Player  
System.process

com.ychstudio.components.  
Player.powerUpAmmo



```
graph LR; A["com.ychstudio.listeners.  
B2DWorldContactListener.begin  
Contact"] --> C["com.ychstudio.components.  
Player.powerUpAmmo"]; B["com.ychstudio.systems.Player  
System.process"] --> C;
```

The diagram illustrates a flow of control or data. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box contains the text 'com.ychstudio.listeners.B2DWorldContactListener.begin Contact'. The bottom source box contains the text 'com.ychstudio.systems.Player System.process'. The target box, which is shaded gray, contains the text 'com.ychstudio.components.Player.powerUpAmmo'.