

com.brentaureli.mariobros.
Screens.PlayScreen.handleInput

```
graph LR; A[com.brentaureli.mariobros.  
Screens.PlayScreen.handleInput] --> B[com.brentaureli.mariobros.  
Sprites.Mario.fire]; A --> C[com.brentaureli.mariobros.  
Sprites.Mario.jump];
```

A diagram showing a call from the `com.brentaureli.mariobros.Screens.PlayScreen.handleInput` method to two other methods: `com.brentaureli.mariobros.Sprites.Mario.fire` and `com.brentaureli.mariobros.Sprites.Mario.jump`. The source method is in a grey box, and the target methods are in white boxes. Blue arrows indicate the direction of the calls.

com.brentaureli.mariobros.
Sprites.Mario.fire

com.brentaureli.mariobros.
Sprites.Mario.jump