

com.quillraven.game.core.input.  
InputManager.keyUp

com.quillraven.game.core.ui.  
HUD.touchUp

com.quillraven.game.core.input.  
InputManager.notifyKeyUp

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graph LR; A[com.quillraven.game.core.input.InputManager.keyUp] --> C[com.quillraven.game.core.input.InputManager.notifyKeyUp]; B[com.quillraven.game.core.ui.HUD.touchUp] --> C;
```

The diagram illustrates a call graph where two methods, `com.quillraven.game.core.input.InputManager.keyUp` and `com.quillraven.game.core.ui.HUD.touchUp`, both call the method `com.quillraven.game.core.input.InputManager.notifyKeyUp`. The source methods are in white boxes, and the target method is in a gray box. Blue arrows indicate the direction of the calls.