

com.ychstudio.listeners.
B2DWorldContactListener.begin
Contact

com.ychstudio.systems.Player
System.process

com.ychstudio.components.
Player.powerUpKick



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

The diagram illustrates a call flow where two different methods call a common target method. Two white rectangular boxes on the left represent the source methods: 'com.ychstudio.listeners.B2DWorldContactListener.begin Contact' and 'com.ychstudio.systems.Player System.process'. Blue arrows point from each of these boxes to a single gray rectangular box on the right, which represents the target method: 'com.ychstudio.components.Player.powerUpKick'.