

com.brentaureli.mariobros.
Sprites.TileObjects.Brick.onHeadHit

com.brentaureli.mariobros.
Sprites.TileObjects.Coin.onHeadHit

com.brentaureli.mariobros.
Scenes.Hud.addScore

```
graph LR; A[com.brentaureli.mariobros.  
Sprites.TileObjects.Brick.onHeadHit] --> C[com.brentaureli.mariobros.  
Scenes.Hud.addScore]; B[com.brentaureli.mariobros.  
Sprites.TileObjects.Coin.onHeadHit] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods on the left, 'com.brentaureli.mariobros.Sprites.TileObjects.Brick.onHeadHit' and 'com.brentaureli.mariobros.Sprites.TileObjects.Coin.onHeadHit', both have blue arrows pointing to a single target method on the right, 'com.brentaureli.mariobros.Scenes.Hud.addScore'. The target method box is shaded gray, while the source boxes are white.