

com.ychstudio.systems.Player  
System.process

com.ychstudio.systems.Power  
UpSystem.process

com.ychstudio.components.  
Renderer.setColor

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graph LR; A[com.ychstudio.systems.PlayerSystem.process] --> C[com.ychstudio.components.Renderer.setColor]; B[com.ychstudio.systems.PowerUpSystem.process] --> C;
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The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes represent system processes: 'com.ychstudio.systems.PlayerSystem.process' (top) and 'com.ychstudio.systems.PowerUpSystem.process' (bottom). On the right, a gray rectangular box represents a component method: 'com.ychstudio.components.Renderer.setColor'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both system processes invoke the 'setColor' method of the 'Renderer' component.