

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

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

com.brentaureli.mariobros.  
Sprites.TileObjects.Interactive  
TileObject.getCell

```
graph LR; A[com.brentaureli.mariobros.  
Sprites.TileObjects.Brick.onHeadHit] --> C[com.brentaureli.mariobros.  
Sprites.TileObjects.Interactive  
TileObject.getCell]; B[com.brentaureli.mariobros.  
Sprites.TileObjects.Coin.onHeadHit] --> C;
```

The diagram illustrates a relationship between three code elements. On the left, there are two white rectangular boxes. The top box contains the text 'com.brentaureli.mariobros. Sprites.TileObjects.Brick.onHeadHit'. The bottom box contains 'com.brentaureli.mariobros. Sprites.TileObjects.Coin.onHeadHit'. On the right, there is a gray rectangular box containing 'com.brentaureli.mariobros. Sprites.TileObjects.Interactive TileObject.getCell'. Two blue arrows point from the right side of the left boxes to the left side of the gray box. The top arrow originates from the right side of the top white box, and the bottom arrow originates from the right side of the bottom white box.