

GAspectObject::setBelong

```
graph LR; A[GAspectObject::setBelong] --> B[CDescInfo::getName]; A --> C[GElement::isRegistered];
```

The diagram illustrates a call graph where the method `GAspectObject::setBelong` (represented in a grey box) calls two other methods: `CDescInfo::getName` and `GElement::isRegistered` (both in white boxes). Two blue arrows originate from the right side of the `GAspectObject::setBelong` box and point to the left side of the `CDescInfo::getName` and `GElement::isRegistered` boxes respectively.

CDescInfo::getName

GElement::isRegistered