

GameGen::generateNextDots  
ByPattern



```
graph LR; A[GameGen::generateNextDots ByPattern] --> B[GameGen::addBorder]; A --> C[GameGen::markAsOccupied];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'GameGen::generateNextDots ByPattern', has two arrows pointing to the right. The top arrow points to a box labeled 'GameGen::addBorder', and the bottom arrow points to a box labeled 'GameGen::markAsOccupied'. The central box is shaded gray, while the two target boxes are white with black borders.

GameGen::addBorder

GameGen::markAsOccupied