

MainWindow::convertCoordinates

MainWindow::on_shootBut
_clicked

Game::getRandomValueForXY

```
graph LR; A[MainWindow::convertCoordinates] --> C[Game::getRandomValueForXY]; B[MainWindow::on_shootBut_clicked] --> C;
```

The diagram illustrates two calls to the `Game::getRandomValueForXY` method. On the left, two boxes represent the calling methods: `MainWindow::convertCoordinates` (top) and `MainWindow::on_shootBut_clicked` (bottom). On the right, a single box represents the target method: `Game::getRandomValueForXY`. Two blue arrows point from each of the left boxes to the right box, indicating that both methods invoke `Game::getRandomValueForXY`.