

Scene::generateWorld

View::mouseReleaseEvent

MapTile::setType

```
graph LR; A[Scene::generateWorld] --> C[MapTile::setType]; B[View::mouseReleaseEvent] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'Scene::generateWorld' and 'View::mouseReleaseEvent', are shown on the left. Arrows from both point to a target method, 'MapTile::setType', on the right. The target method is highlighted with a gray background, while the source methods have white backgrounds. All boxes have black borders.