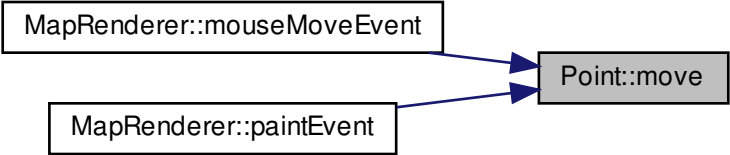


MapRenderer::mouseMoveEvent

MapRenderer::paintEvent

Point::move



```
graph LR; A[MapRenderer::mouseMoveEvent] --> C[Point::move]; B[MapRenderer::paintEvent] --> C;
```

The diagram illustrates a mapping or delegation of actions. Two source methods, `MapRenderer::mouseMoveEvent` and `MapRenderer::paintEvent`, are shown in white boxes on the left. Two blue arrows originate from these boxes and point towards a single target method, `Point::move`, which is shown in a gray box on the right. This suggests that both `mouseMoveEvent` and `paintEvent` in the `MapRenderer` class are implemented by delegating the call to the `move` method of a `Point` object.