

View::mouseMoveEvent

View::mouseReleaseEvent

Scene::getTileAt

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graph LR; A[View::mouseMoveEvent] --> C[Scene::getTileAt]; B[View::mouseReleaseEvent] --> C;
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The diagram illustrates a dependency or call relationship. Two boxes on the left, 'View::mouseMoveEvent' and 'View::mouseReleaseEvent', have arrows pointing to a single box on the right, 'Scene::getTileAt'. The 'Scene::getTileAt' box is shaded gray, while the others are white with black borders.