

```
scenes::levelCreatorScene  
::LevelCreatorScene::updateListHover
```

```
graph LR; A[scenes::levelCreatorScene  
::LevelCreatorScene::updateListHover] --> B[ui::widgets::contains]; B --> B;
```

The diagram illustrates a sequence of operations. On the left, a grey rectangular box contains the text `scenes::levelCreatorScene` followed by `::LevelCreatorScene::updateListHover` on the next line. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text `ui::widgets::contains`. Above the white box, a curved blue arrow starts from its top edge and points back to its top edge, indicating a self-call or a loop.

```
ui::widgets::contains
```