

di.uniba.map.b.adventure.impl.
KillObserver.update

di.uniba.map.b.adventure.impl.
UseObserver.update

di.uniba.map.b.adventure.type.
Room.getObjectByName

```
graph LR; A["di.uniba.map.b.adventure.impl.  
KillObserver.update"] --> C["di.uniba.map.b.adventure.type.  
Room.getObjectByName"]; B["di.uniba.map.b.adventure.impl.  
UseObserver.update"] --> C;
```

The diagram illustrates a dependency or call relationship. Two source boxes on the left, both with white backgrounds and black borders, point via blue arrows to a single target box on the right. The target box has a gray background and a black border. The top source box contains the text 'di.uniba.map.b.adventure.impl. KillObserver.update'. The bottom source box contains the text 'di.uniba.map.b.adventure.impl. UseObserver.update'. The target box contains the text 'di.uniba.map.b.adventure.type. Room.getObjectByName'.