

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

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

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

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

The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes represent source methods: 'di.uniba.map.b.adventure.impl.PushObserver.update' (top) and 'di.uniba.map.b.adventure.impl.UseObserver.update' (bottom). On the right, a gray rectangular box represents the target method: 'di.uniba.map.b.adventure.type.Room.getObject'. Two blue arrows point from the right side of each source box to the left side of the target box, indicating that both source methods call or depend on the target method.