

MelloMario.Objects.UserInterfaces.
PoppingUpPoints.OnUpdate

```
graph LR; A[MelloMario.Objects.UserInterfaces.PoppingUpPoints.OnUpdate] --> B[MelloMario.Objects.BaseGame.Object.Relocate]; A --> C[MelloMario.Containers.Base.Container.Remove];
```

The diagram illustrates a call from the `PoppingUpPoints.OnUpdate` method to two other methods. A central box on the left, with a gray background, contains the text `MelloMario.Objects.UserInterfaces.PoppingUpPoints.OnUpdate`. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing `MelloMario.Objects.BaseGame.Object.Relocate`. The bottom arrow points to another white box containing `MelloMario.Containers.Base.Container.Remove`.

MelloMario.Objects.BaseGame
Object.Relocate

MelloMario.Containers.Base
Container.Remove