

MelloMario.Controls.Scripts.
PlayingScript.Bind

```
graph LR; A[MelloMario.Controls.Scripts.  
PlayingScript.Bind] --> B[MelloMario.IController.Add  
Command]; A --> C[MelloMario.IController.Reset];
```

The diagram illustrates a binding relationship. A central box on the left, labeled 'MelloMario.Controls.Scripts.PlayingScript.Bind', has two blue arrows pointing to the right. The top arrow points to a box labeled 'MelloMario.IController.Add Command', and the bottom arrow points to a box labeled 'MelloMario.IController.Reset'.

MelloMario.IController.Add
Command

MelloMario.IController.Reset