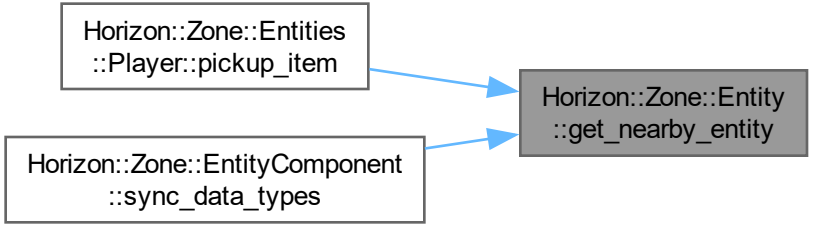


Horizon::Zone::Entities
::Player::pickup_item

Horizon::Zone::EntityComponent
::sync_data_types

Horizon::Zone::Entity
::get_nearby_entity



```
graph LR; A[Horizon::Zone::Entities::Player::pickup_item] --> C[Horizon::Zone::Entity::get_nearby_entity]; B[Horizon::Zone::EntityComponent::sync_data_types] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Horizon::Zone::Entities' followed by '::Player::pickup_item' on a new line. The bottom box contains 'Horizon::Zone::EntityComponent' followed by '::sync_data_types' on a new line. On the right, there is a gray rectangular box with a black border containing the text 'Horizon::Zone::Entity' followed by '::get_nearby_entity' on a new line. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both the 'pickup_item' method and the 'sync_data_types' component depend on or interact with the 'get_nearby_entity' method.