

Clothes::GetID

Closet::MakeCloset

main



```
graph RL; main --> Closet::MakeCloset; Closet::MakeCloset --> Clothes::GetID;
```

The diagram illustrates a call graph with three nodes arranged horizontally from right to left. The rightmost node is labeled 'main'. A blue arrow points from 'main' to the middle node, labeled 'Closet::MakeCloset'. Another blue arrow points from 'Closet::MakeCloset' to the leftmost node, labeled 'Clothes::GetID'. The 'Clothes::GetID' node is shaded gray, while the other two are white.