

StrengthPotion::use



```
graph LR; A[StrengthPotion::use] --> B[Entity::getAtk]
```

A diagram showing a call to the `StrengthPotion::use` method. A blue arrow points from this call to the `Entity::getAtk` method, indicating that the `use` method calls `getAtk` on the `Entity` object.

Entity::getAtk