

computeDistance



```
graph LR; A[computeDistance] --> B[MiddleEarth::getDistance]
```

A diagram showing a mapping from a function name to a specific implementation. On the left, a gray rectangular box contains the text 'computeDistance'. A blue arrow points from this box to a white rectangular box on the right, which contains the text 'MiddleEarth::getDistance'. Both boxes have a black border.

MiddleEarth::getDistance