

Headspace.Minigames.RPS.
RPSRunner.OnLWinPress

Headspace.Minigames.RPS.
RPSRunner.OnRWinPress

Headspace.Minigames.RPS.
RPSRunner.OnWinPress

Headspace.Minigames.RPS.
RPSRunner.SetString

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graph LR; A[Headspace.Minigames.RPS.RPSRunner.OnLWinPress] --> D[Headspace.Minigames.RPS.RPSRunner.SetString]; B[Headspace.Minigames.RPS.RPSRunner.OnRWinPress] --> D; C[Headspace.Minigames.RPS.RPSRunner.OnWinPress] --> D;
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The diagram illustrates a dependency or inheritance relationship. Three source methods on the left (OnLWinPress, OnRWinPress, and OnWinPress) all point via blue arrows to a single target method on the right (SetString). The target method box is shaded gray, while the source boxes are white with black borders.