

FVCode3D::addNoiseToPoint

```
graph LR; A[FVCode3D::addNoiseToPoint] --> B[FVCode3D::Mesh3D::getNodesVector]; A --> C[FVCode3D::Mesh3D::getNumberOfNodes];
```

The diagram illustrates a function call. A central box on the left, labeled 'FVCode3D::addNoiseToPoint', has two blue arrows pointing to the right. The top arrow points to a box labeled 'FVCode3D::Mesh3D::getNodesVector', and the bottom arrow points to a box labeled 'FVCode3D::Mesh3D::getNumberOfNodes'.

FVCode3D::Mesh3D::getNodes
Vector

FVCode3D::Mesh3D::getNumber
OfNodes