

FVCode3D::addNoiseToPoint



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FVCode3D::addNoiseToPoint'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'FVCode3D::Mesh3D::getNodes' on the top line and 'Vector' on the bottom line.

FVCode3D::Mesh3D::getNodes
Vector