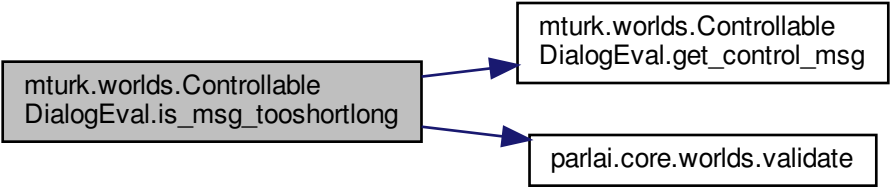


mturk.worlds.Controllable
DialogEval.is_msg_tooshortlong



```
graph LR; A["mturk.worlds.Controllable<br/>DialogEval.is_msg_tooshortlong"] --> B["mturk.worlds.Controllable<br/>DialogEval.get_control_msg"]; A --> C["parlai.core.worlds.validate"]
```

The diagram illustrates a call from the method `DialogEval.is_msg_tooshortlong` within the `mturk.worlds.Controllable` class to two other methods. Two blue arrows originate from the right side of the left box and point to the left side of the two right boxes.

mturk.worlds.Controllable
DialogEval.get_control_msg

parlai.core.worlds.validate