


pkg\_game.UserInterface.println



```
graph LR; A["pkg_game.GameEngine.process  
Command"] --> B["pkg_game.UserInterface.println"]
```

A diagram illustrating a method call. On the right, a white rectangular box with a black border contains the text "pkg\_game.GameEngine.process" on the top line and "Command" on the bottom line. A dark blue arrow points from the left side of this box to the right side of a gray rectangular box with a black border on the left. The gray box contains the text "pkg\_game.UserInterface.println".

pkg\_game.GameEngine.process  
Command