


InputEditor::updateInput



```
graph LR; A[InputEditor::updateInput] --> B[InputEditor::toString]
```

A diagram showing a call from the `InputEditor::updateInput` method to the `InputEditor::toString` method. The first box is shaded gray and the second is white, both with black borders. A blue arrow points from the right side of the first box to the left side of the second box.

InputEditor::toString