

tp.frontend.gui.start.Types
Controller.choseType

tp.frontend.gui.start.GUIStart.start

tp.frontend.gui.start.GUIController.set
Player

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graph LR; A[tp.frontend.gui.start.TypesController.choseType] --> C[tp.frontend.gui.start.GUIController.setPlayer]; B[tp.frontend.gui.start.GUIStart.start] --> C;
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The diagram illustrates a flow of control or data. Two source nodes on the left point to a single target node on the right. The top source node is 'tp.frontend.gui.start.TypesController.choseType' and the bottom source node is 'tp.frontend.gui.start.GUIStart.start'. Both point to the target node 'tp.frontend.gui.start.GUIController.setPlayer'. The target node is shaded gray, while the source nodes are white with black borders. Blue arrows indicate the direction of the flow from the source nodes to the target node.