

tp.frontend.gui.start.GUIController.move
Piece

tp.frontend.gui.start.GUIStart.start

tp.backend.ClientNew.Polling
Agent.getGameStatus

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graph LR; A[tp.frontend.gui.start.GUIController.move Piece] --> C[tp.backend.ClientNew.Polling Agent.getGameStatus]; B[tp.frontend.gui.start.GUIStart.start] --> C;
```

The diagram illustrates a dependency or call relationship. Two boxes on the left represent frontend GUI components: 'tp.frontend.gui.start.GUIController.move Piece' and 'tp.frontend.gui.start.GUIStart.start'. Both of these boxes have arrows pointing to a single box on the right, 'tp.backend.ClientNew.Polling Agent.getGameStatus', which is shaded gray. This indicates that both frontend components interact with or depend on the backend polling agent.