

jdungeon.core.world.Point.equals

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graph LR; A[jdungeon.core.world.Point.equals] --> B[jdungeon.core.world.Point.getX]; A --> C[jdungeon.core.world.Point.getY];
```

The diagram illustrates a sequence of method calls. A central box on the left, labeled 'jdungeon.core.world.Point.equals', has two arrows pointing to the right. The top arrow points to a box labeled 'jdungeon.core.world.Point.getX', and the bottom arrow points to a box labeled 'jdungeon.core.world.Point.getY'. The central box is shaded gray, while the two destination boxes are white with black borders.

jdungeon.core.world.Point.getX

jdungeon.core.world.Point.getY