

pacman_game.view.square
_arena_view.SquareArenaView.draw



```
graph LR; A["pacman_game.view.square_arena_view.SquareArenaView.draw"] --> B["pacman_game.model.angle.normalise"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'pacman_game.view.square_arena_view.SquareArenaView.draw'. The right box is white with a black border and contains the text 'pacman_game.model.angle.normalise'. A dark blue arrow points from the right side of the left box to the left side of the right box.

pacman_game.model.angle.normalise