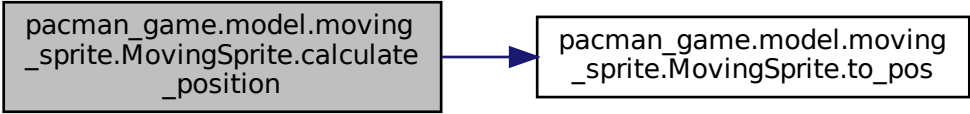


```
pacman_game.model.moving  
_sprite.MovingSprite.calculate  
_position
```



```
graph LR; A["pacman_game.model.moving  
_sprite.MovingSprite.calculate  
_position"] --> B["pacman_game.model.moving  
_sprite.MovingSprite.to_pos"]
```

```
pacman_game.model.moving  
_sprite.MovingSprite.to_pos
```